

10

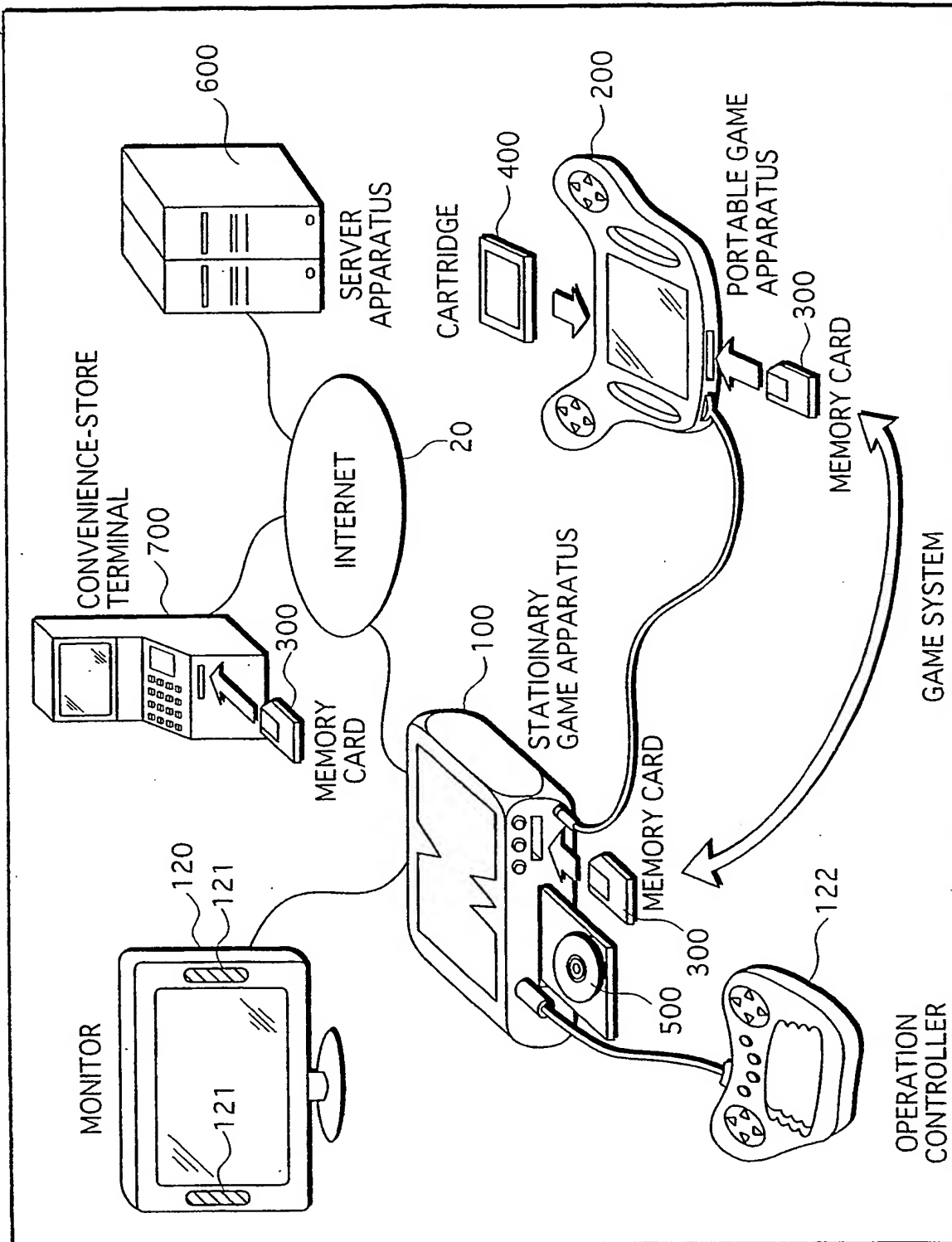


FIG. 1

FIG.2

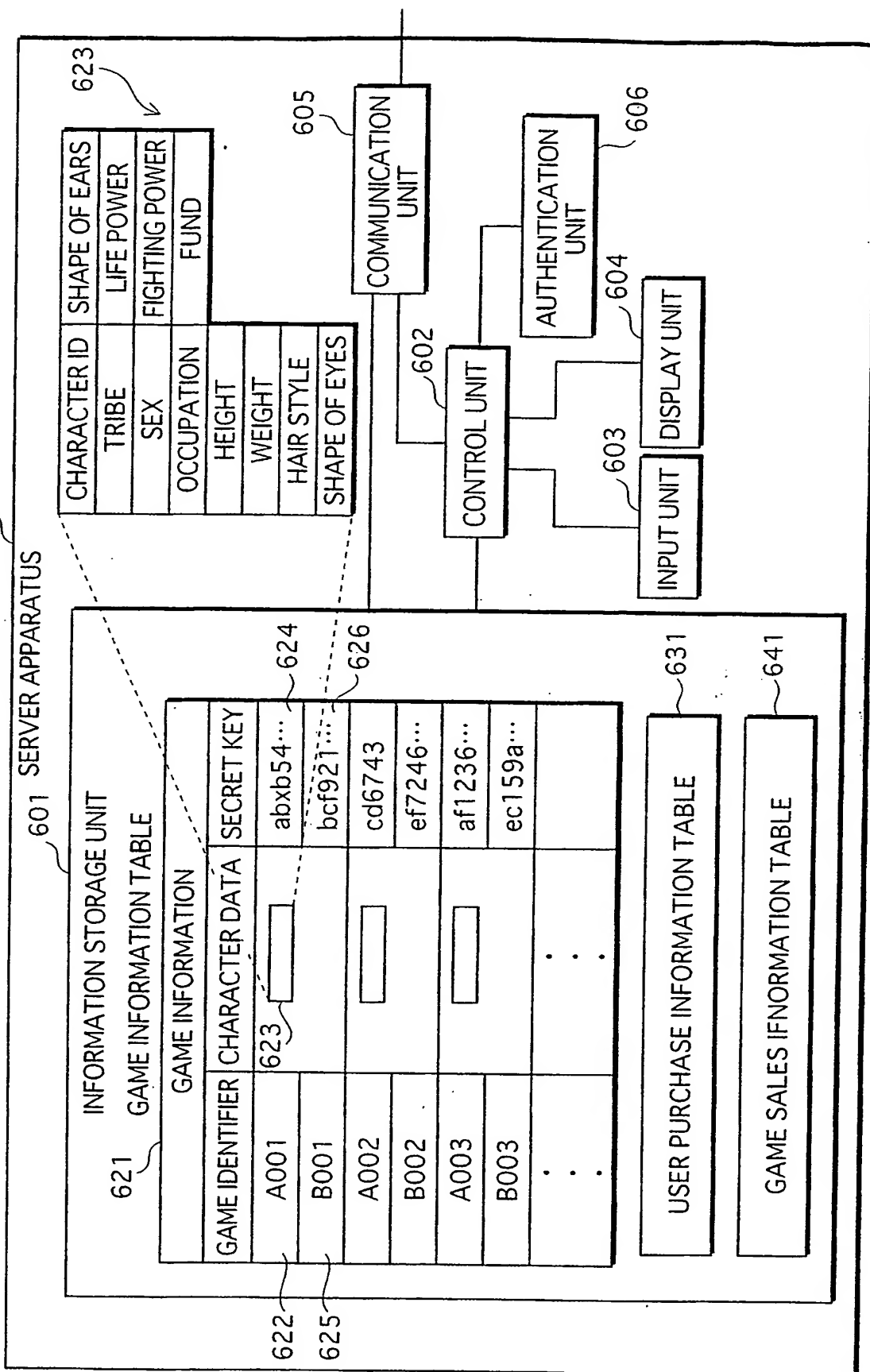


FIG.3

641

GAME SALES INFORMATION TABLE		
GAME SALES INFORMATION		
GAME IDENTIFIER	GAME TITLE	PRICE
A001	GALAXY WAR III	¥ 2,500
B001		¥ 3,000
A002	FASCINATING MARS - EXPLORING INTO THE DEPTH OF ITS EARTH	¥ 3,000
B002		¥ 3,500
A003	Imaginary Trip to Second Universe	¥ 2,000
B003		¥ 2,500
.	.	.
.	.	.
.	.	.

FIG.4

USER PURCHASE INFORMATION TABLE 631

PURCHASE INFORMATION		
USER ID	GAME IDENTIFIER	PURCHASE DATE
U001	A001	2003.05.30
	B001	2003.06.02
U002	A001	2002.09.25
	B001	2002.10.01
U003	A002	2003.07.01
	B002	2003.07.03
⋮	⋮	⋮
⋮	⋮	⋮
⋮	⋮	⋮

FIG.5

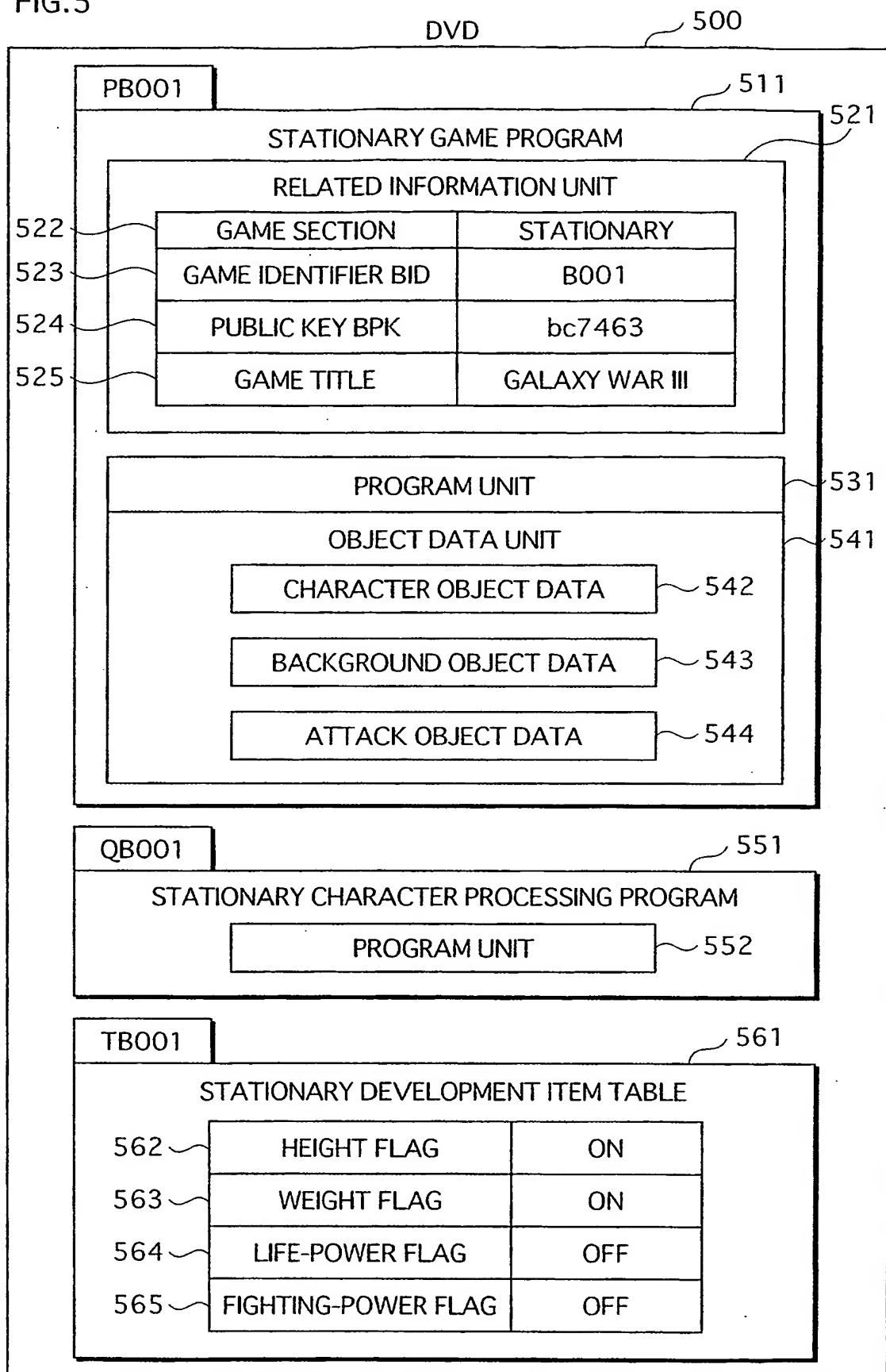


FIG.6

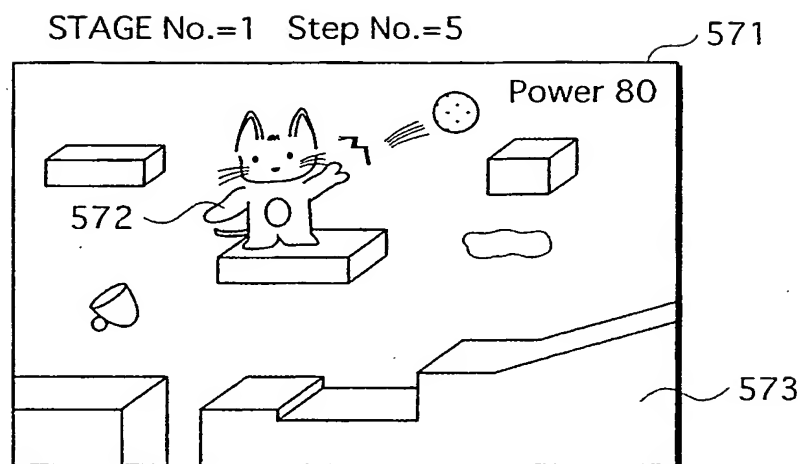


FIG.7

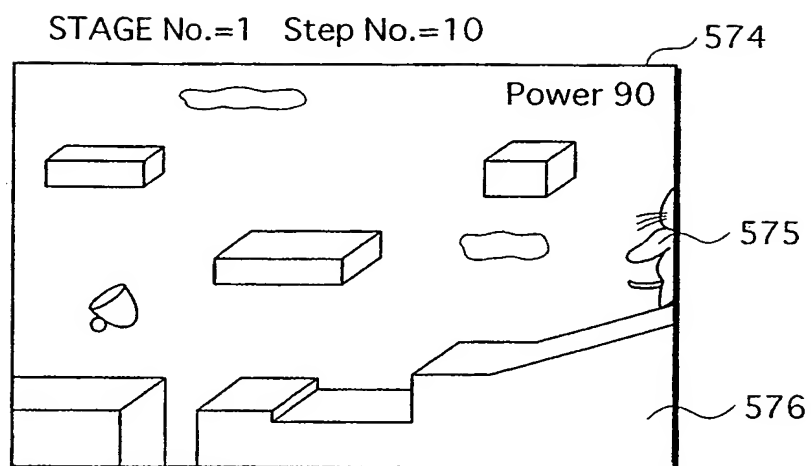


FIG.8

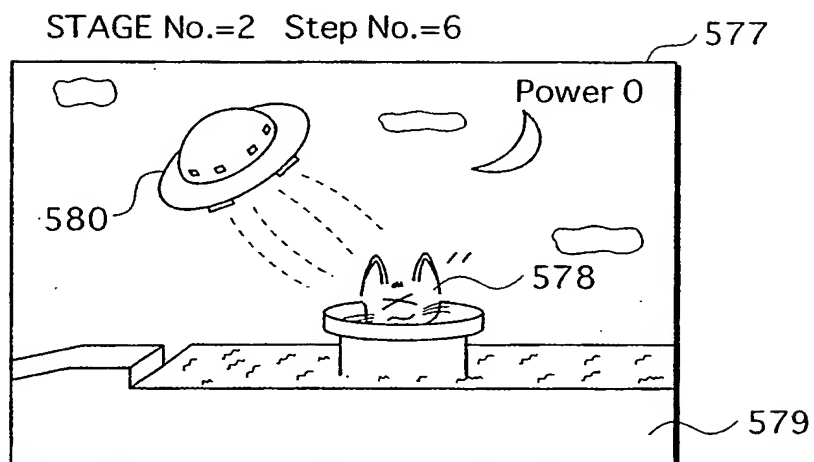


FIG.9

STATIONARY MAIN PROGRAM

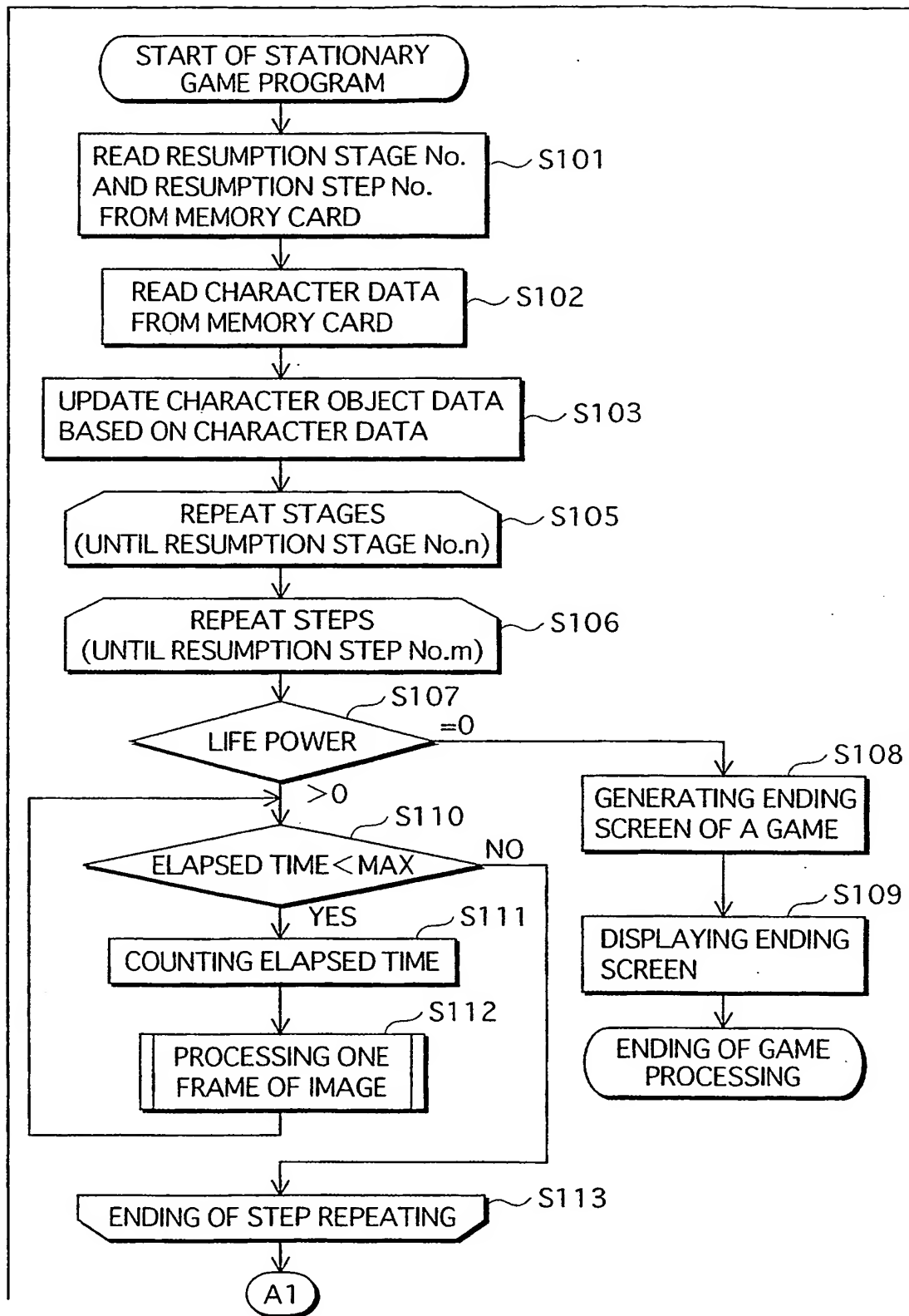


FIG.10

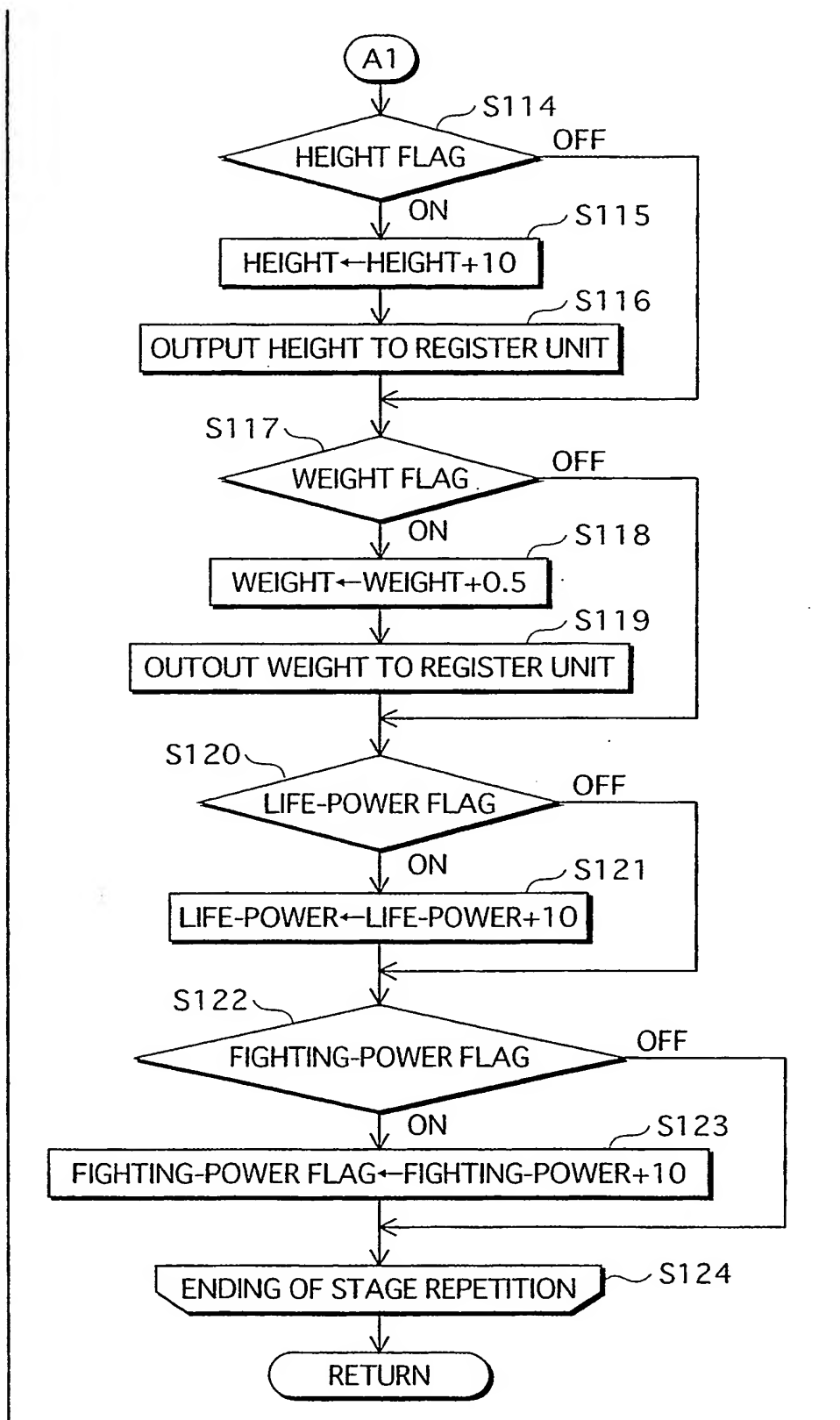


FIG. 11

STATIONARY FRAME PROCESSING PROGRAM

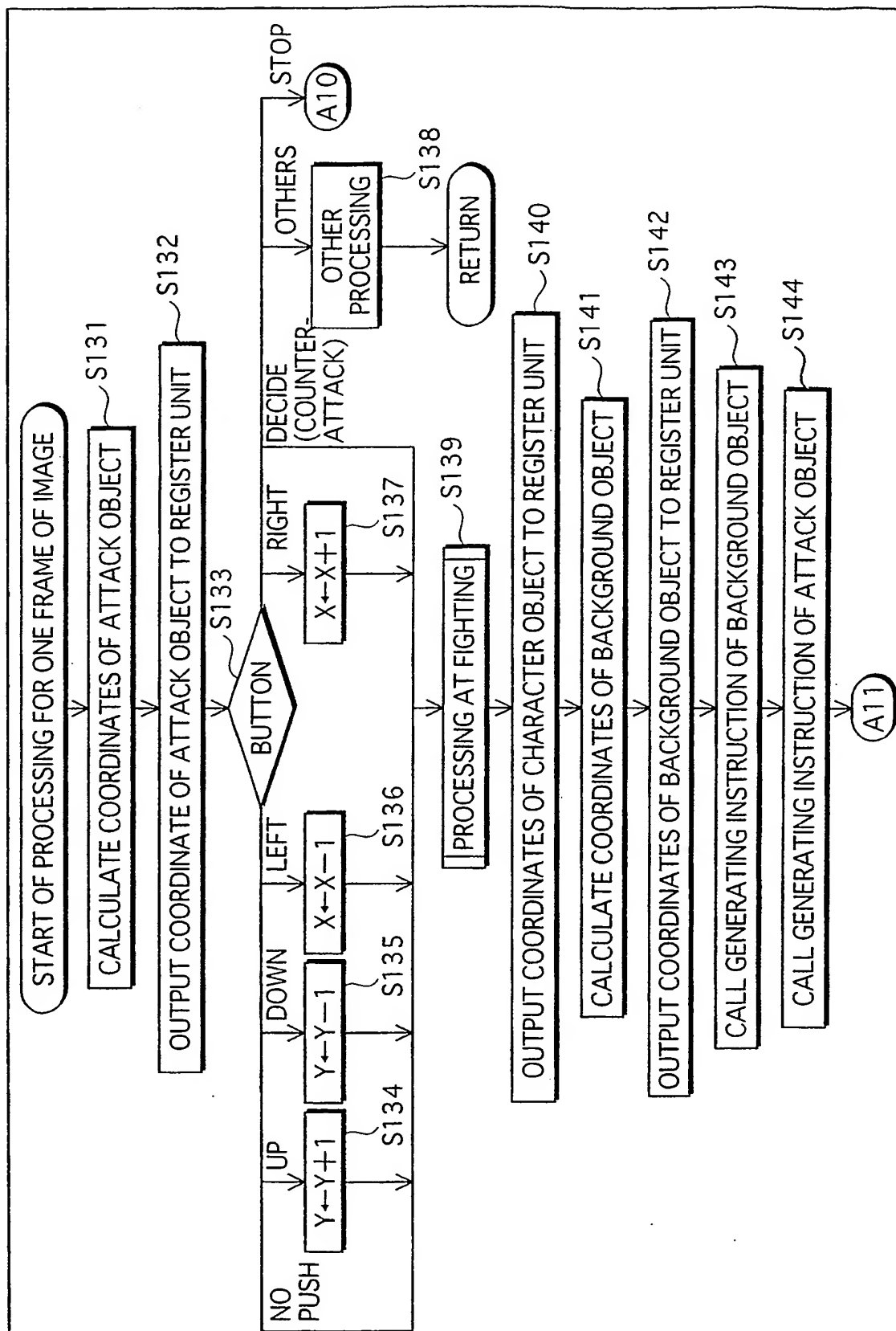


FIG.12

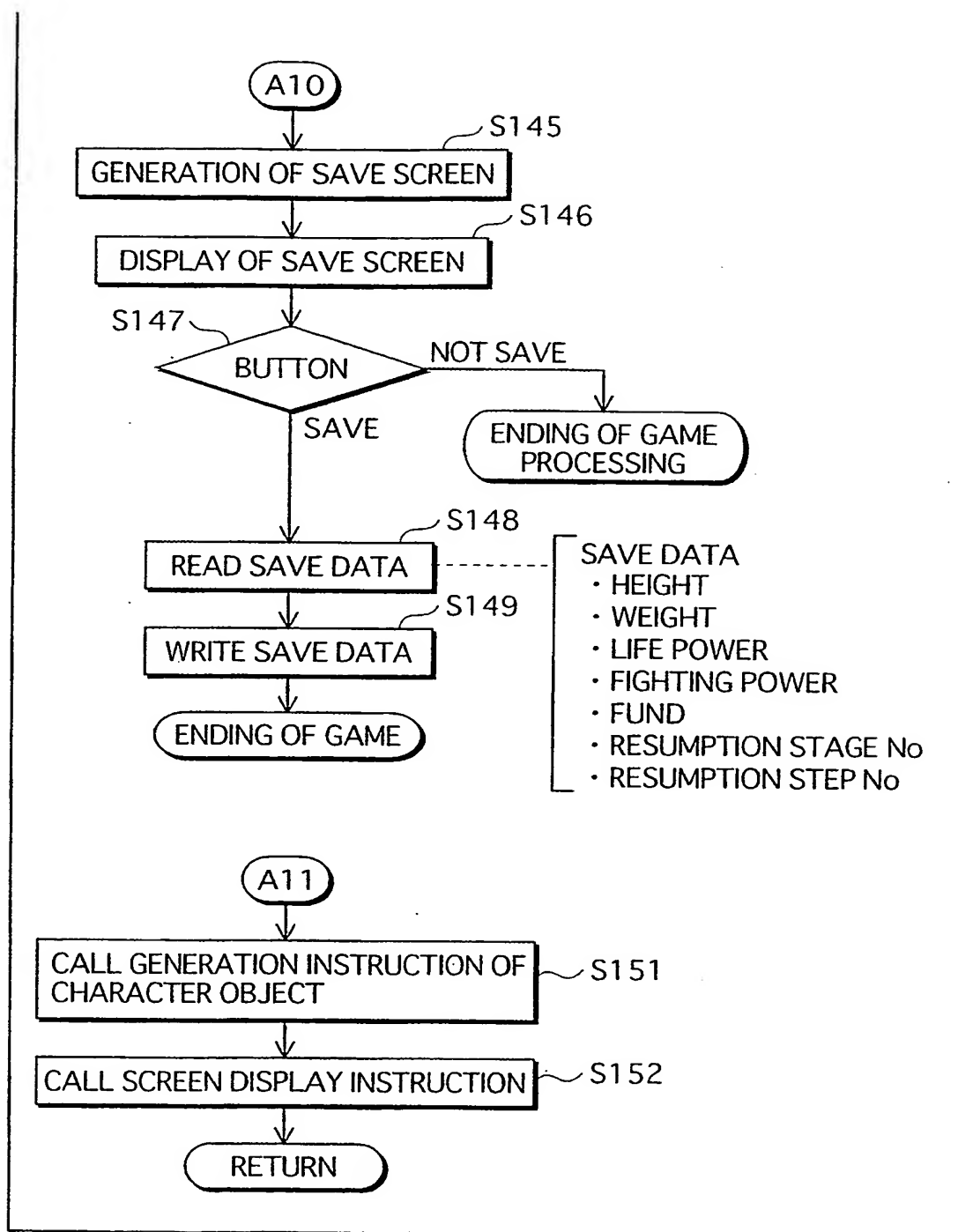


FIG.13

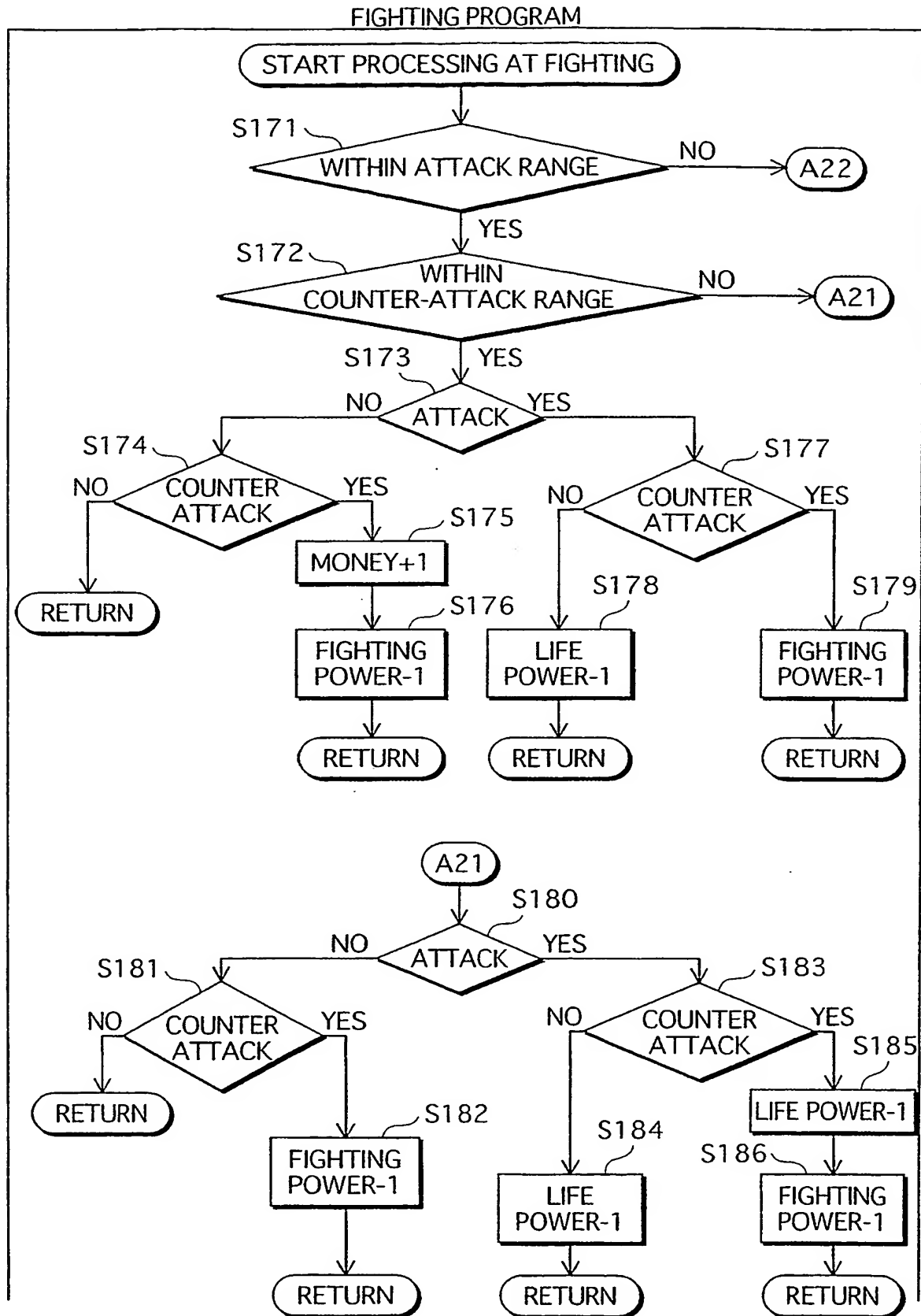


FIG. 14

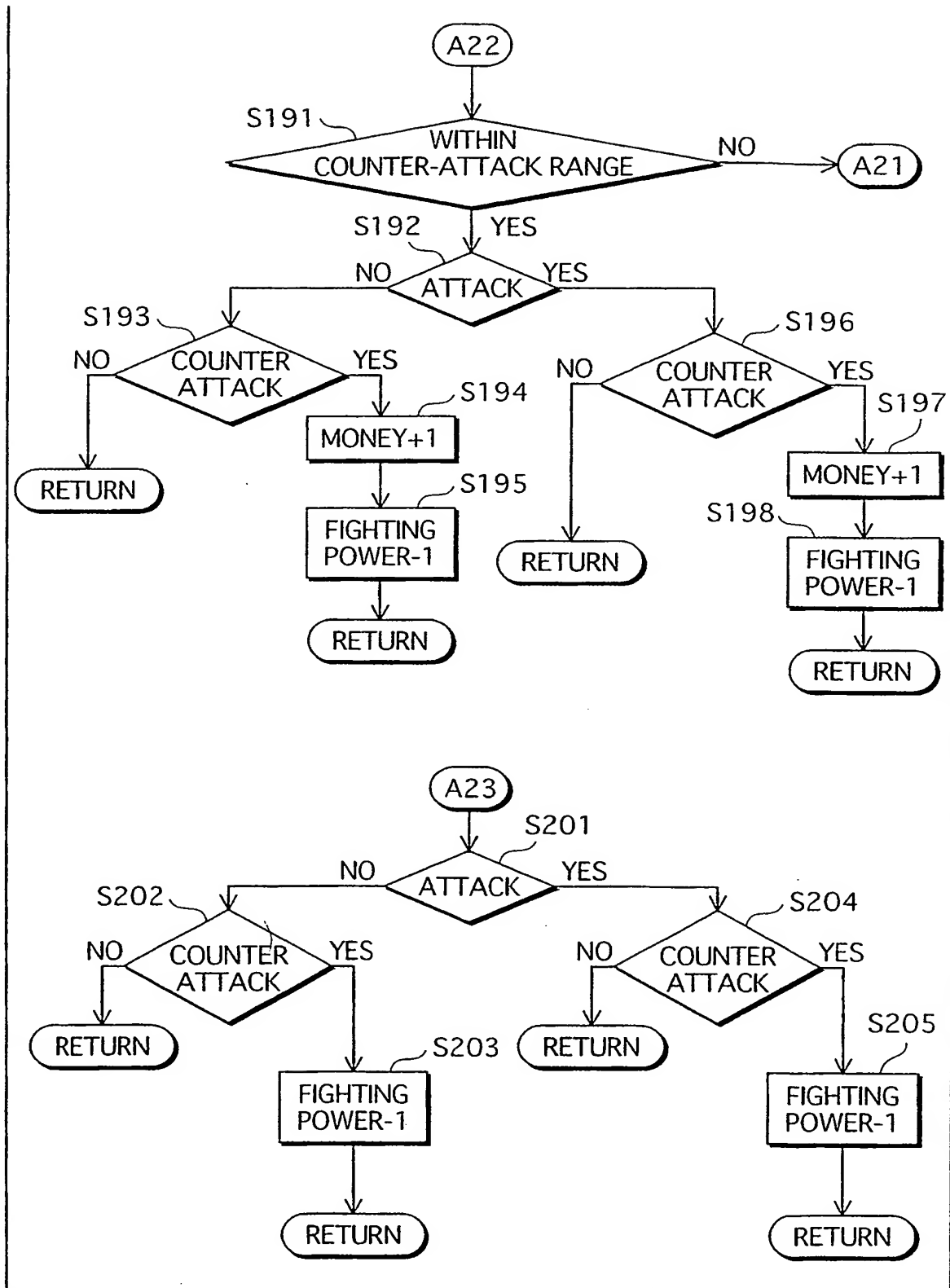


FIG.15

STATIONARY IMAGE GENERATION PROGRAM

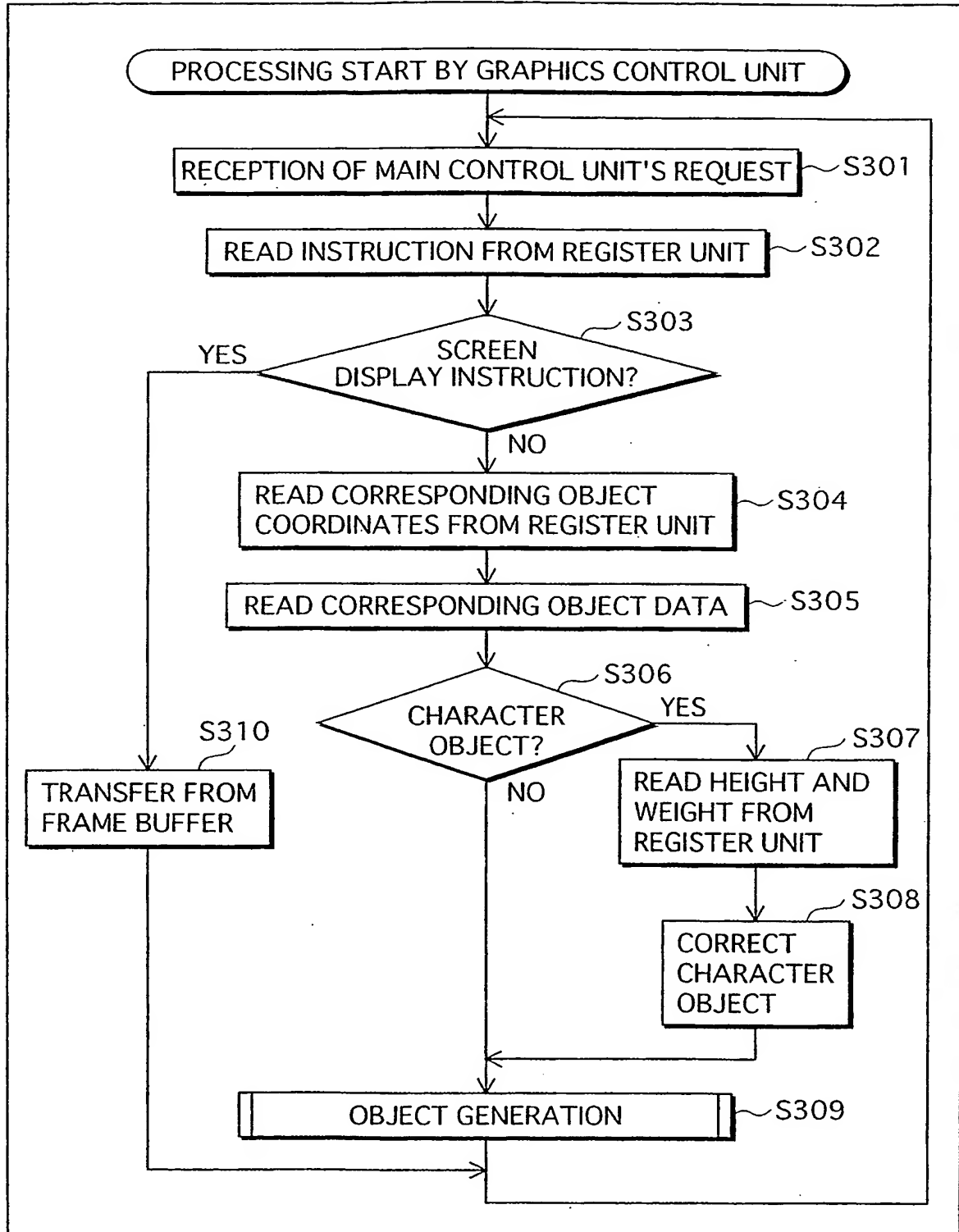


FIG.16

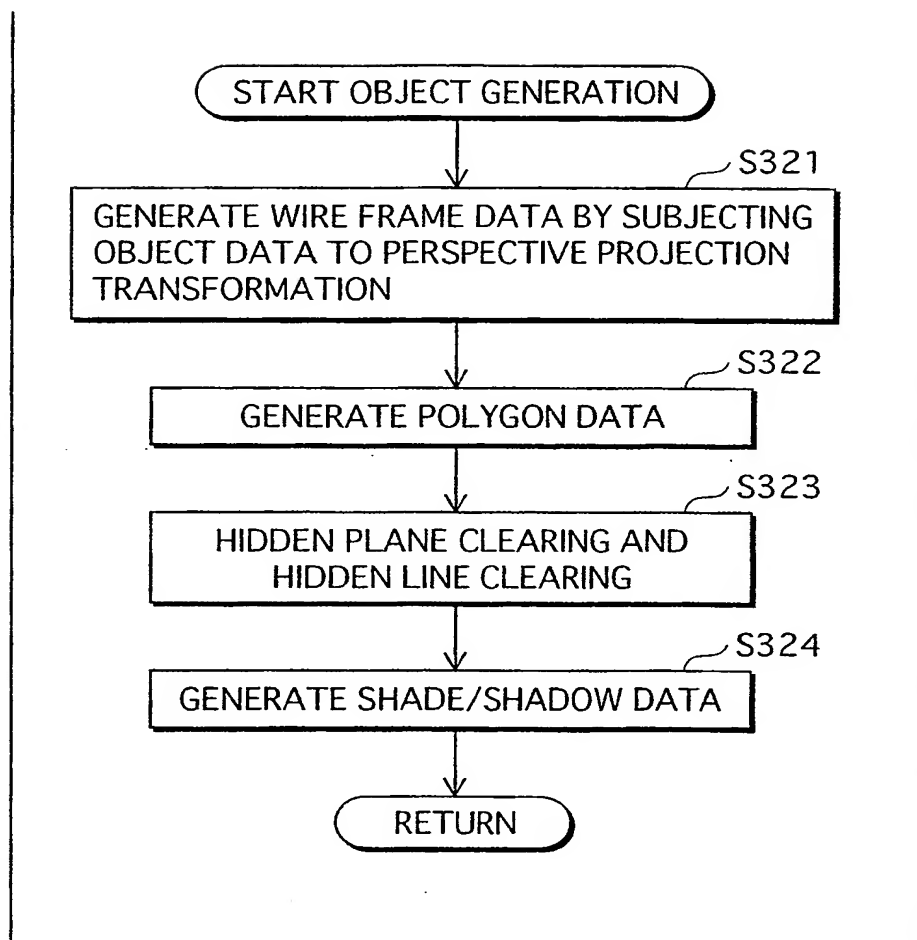


FIG.17

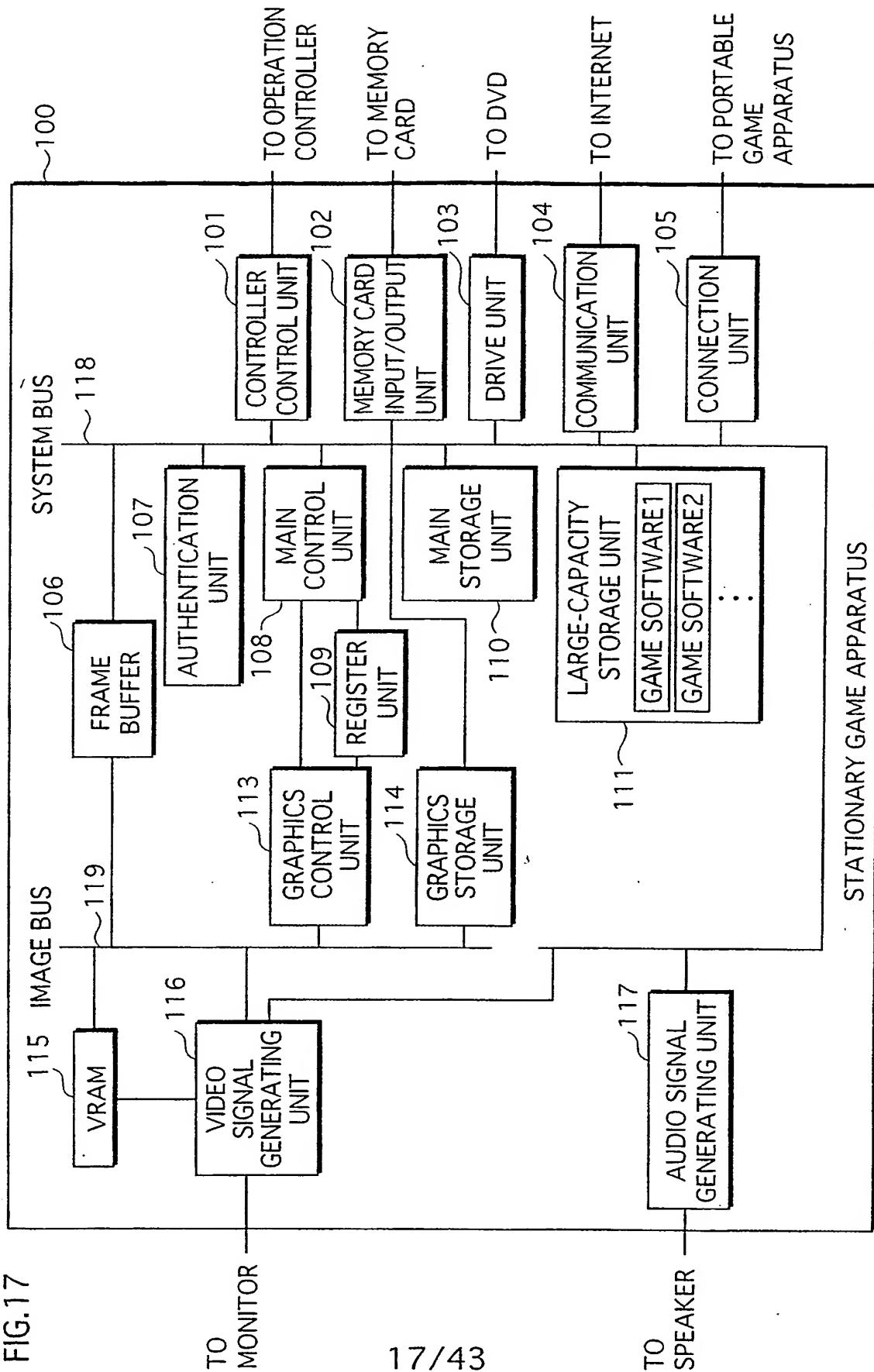


FIG.18

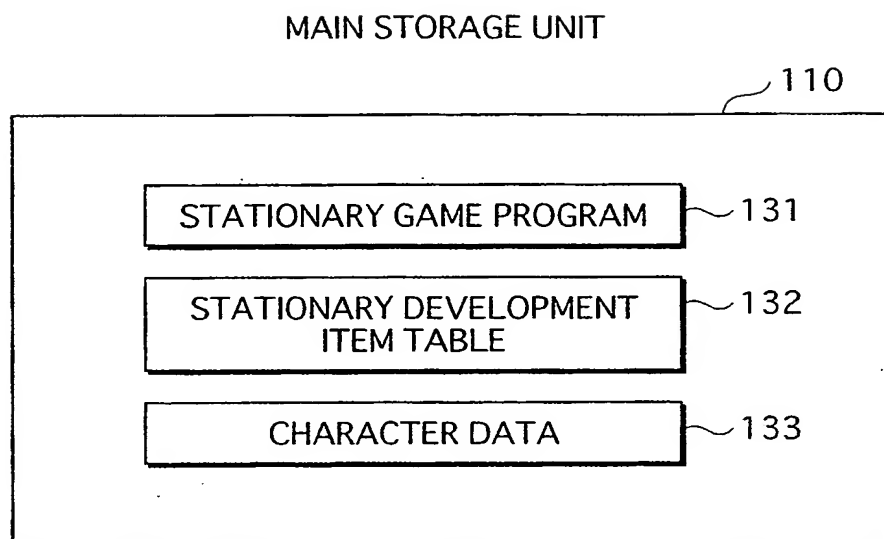


FIG.19

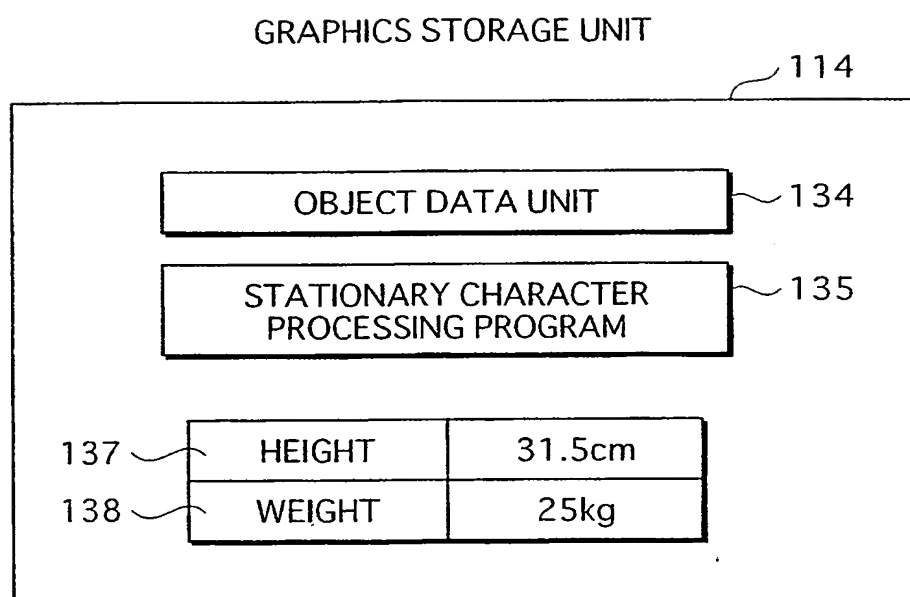


FIG.20

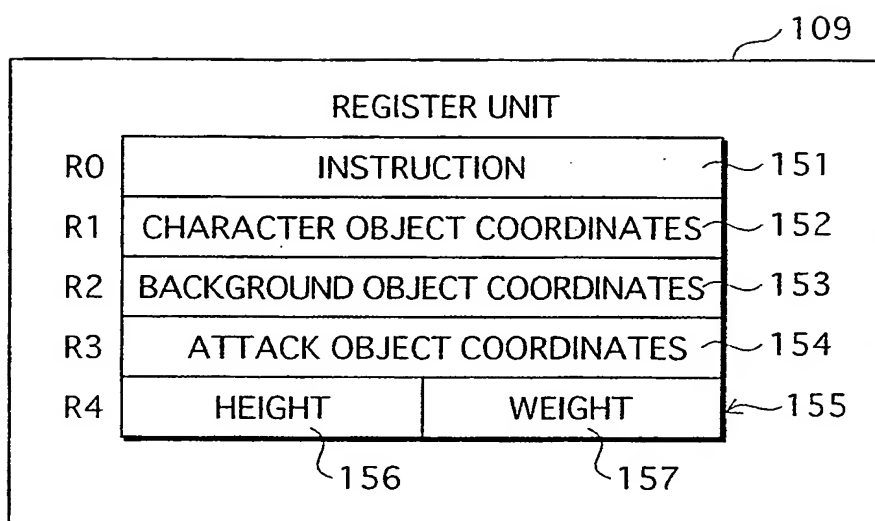


FIG.21

KIND OF INSTRUCTION	
CHARACTER-OBJECT GENERATING INSTRUCTION	156
BACKGROUND-OBJECT GENERATING INSTRUCTION	157
ATTACK-OBJECT GENERATING INSTRUCTION	158
SCREEN DISPLAY INSTRUCTION	159

FIG.22

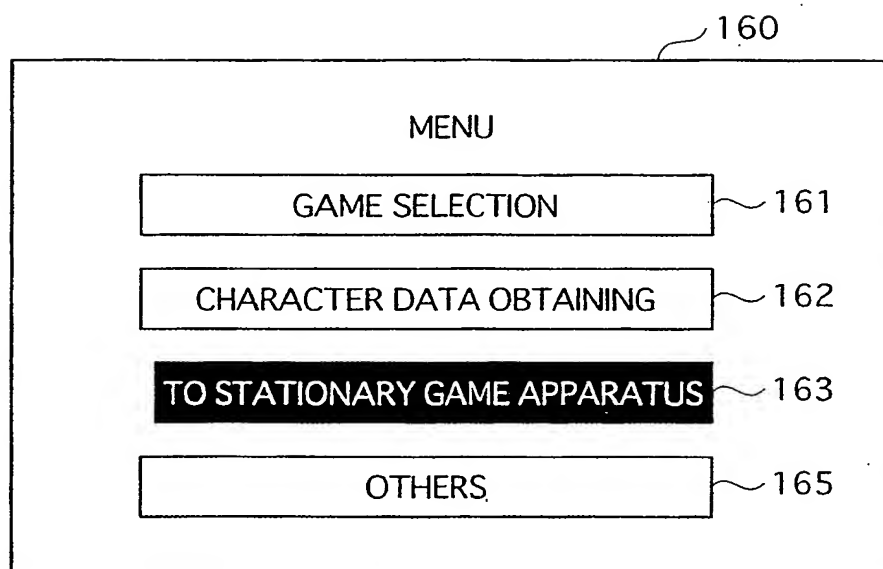


FIG.23

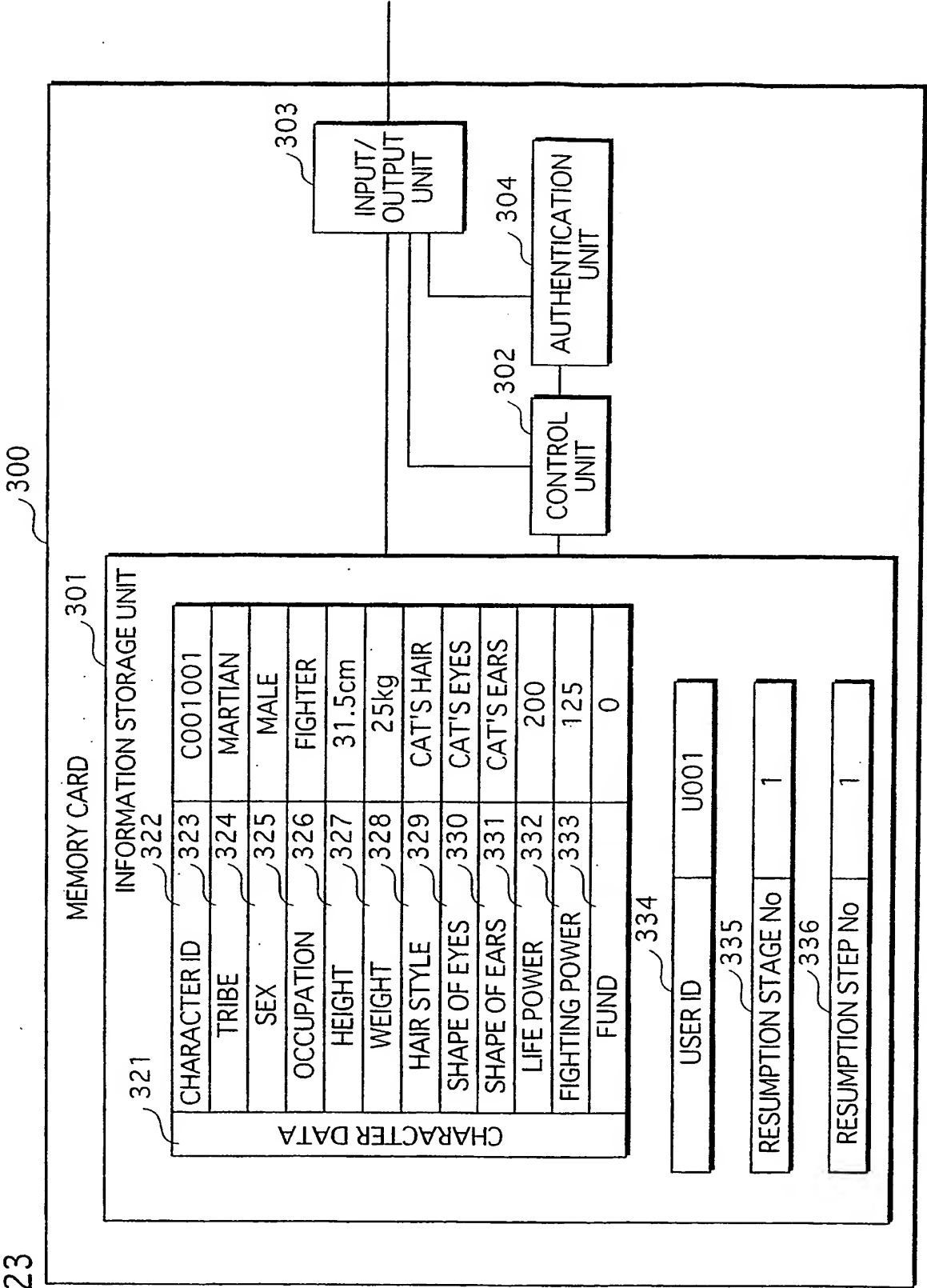


FIG.24

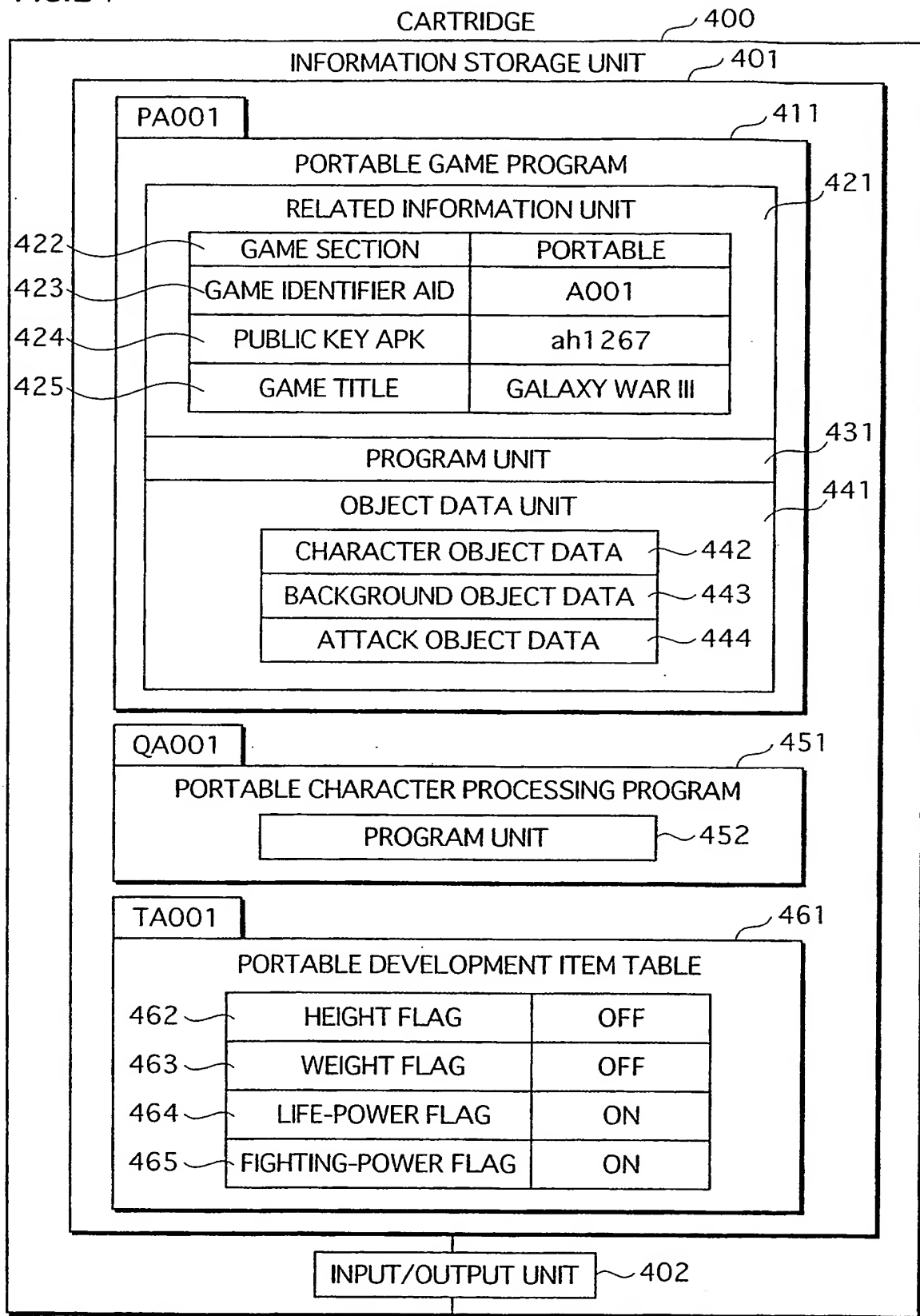


FIG.25

PORTABLE MAIN PROGRAM

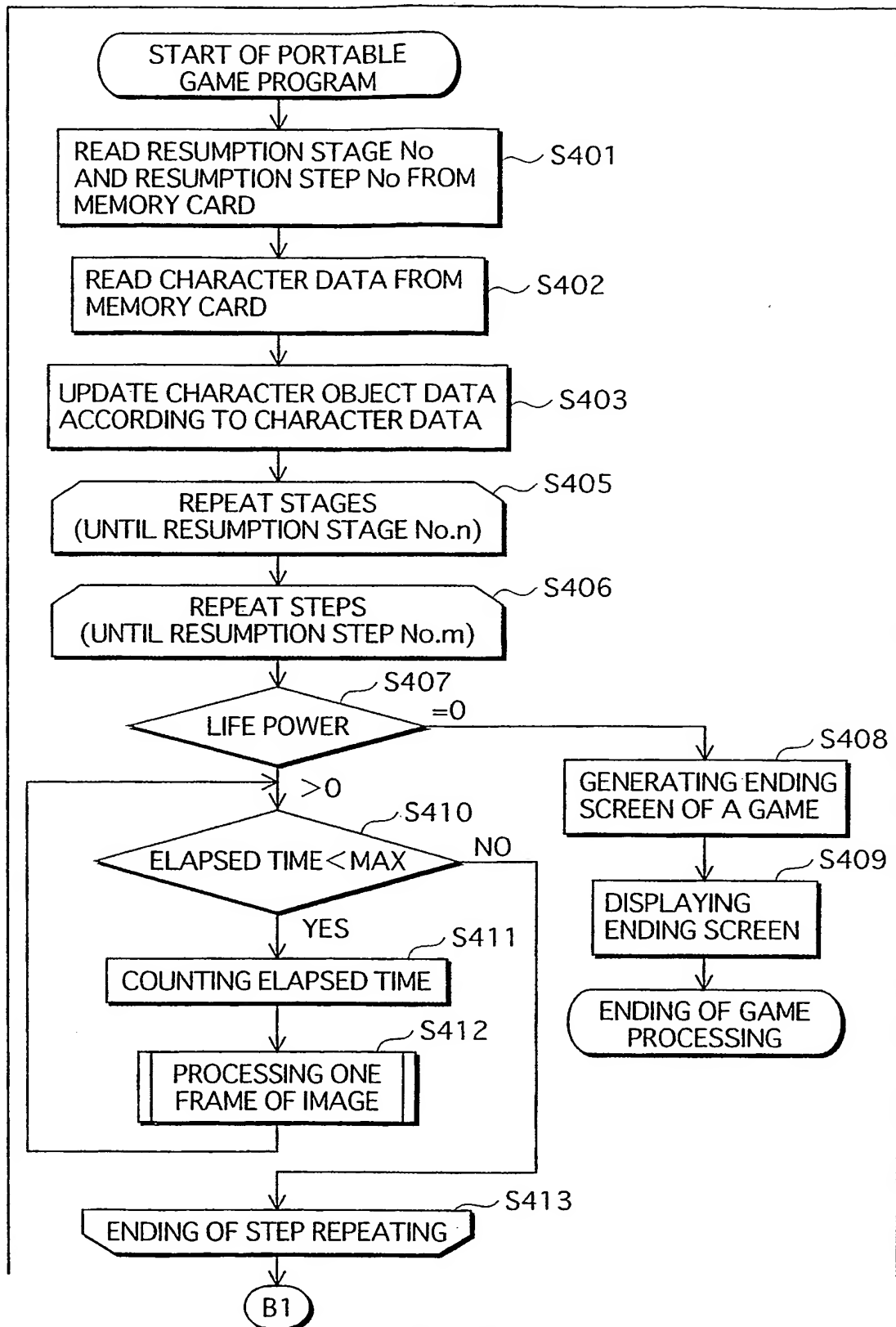


FIG.26

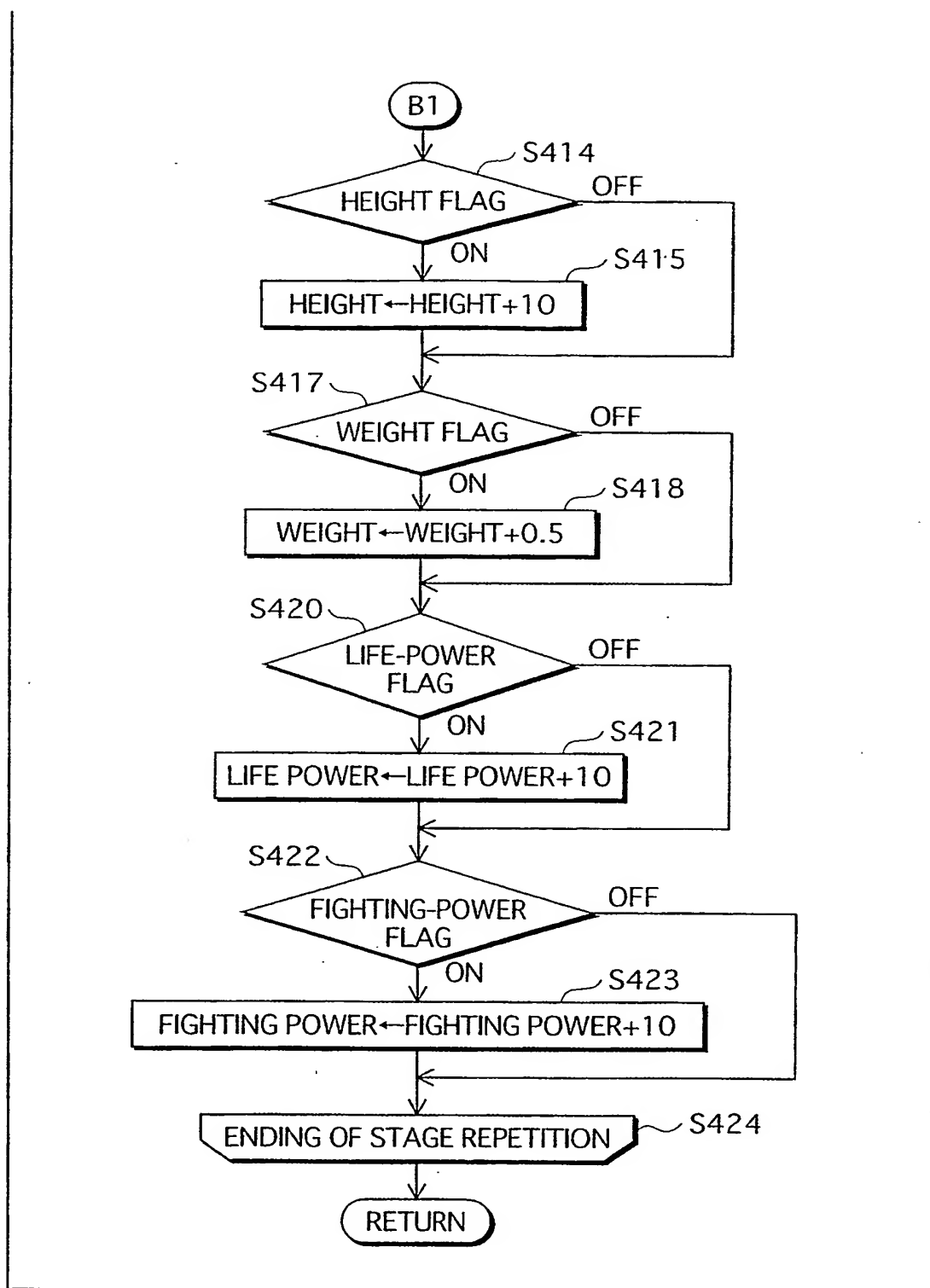


FIG. 27

STATIONARY FRAME PROCESSING PROGRAM

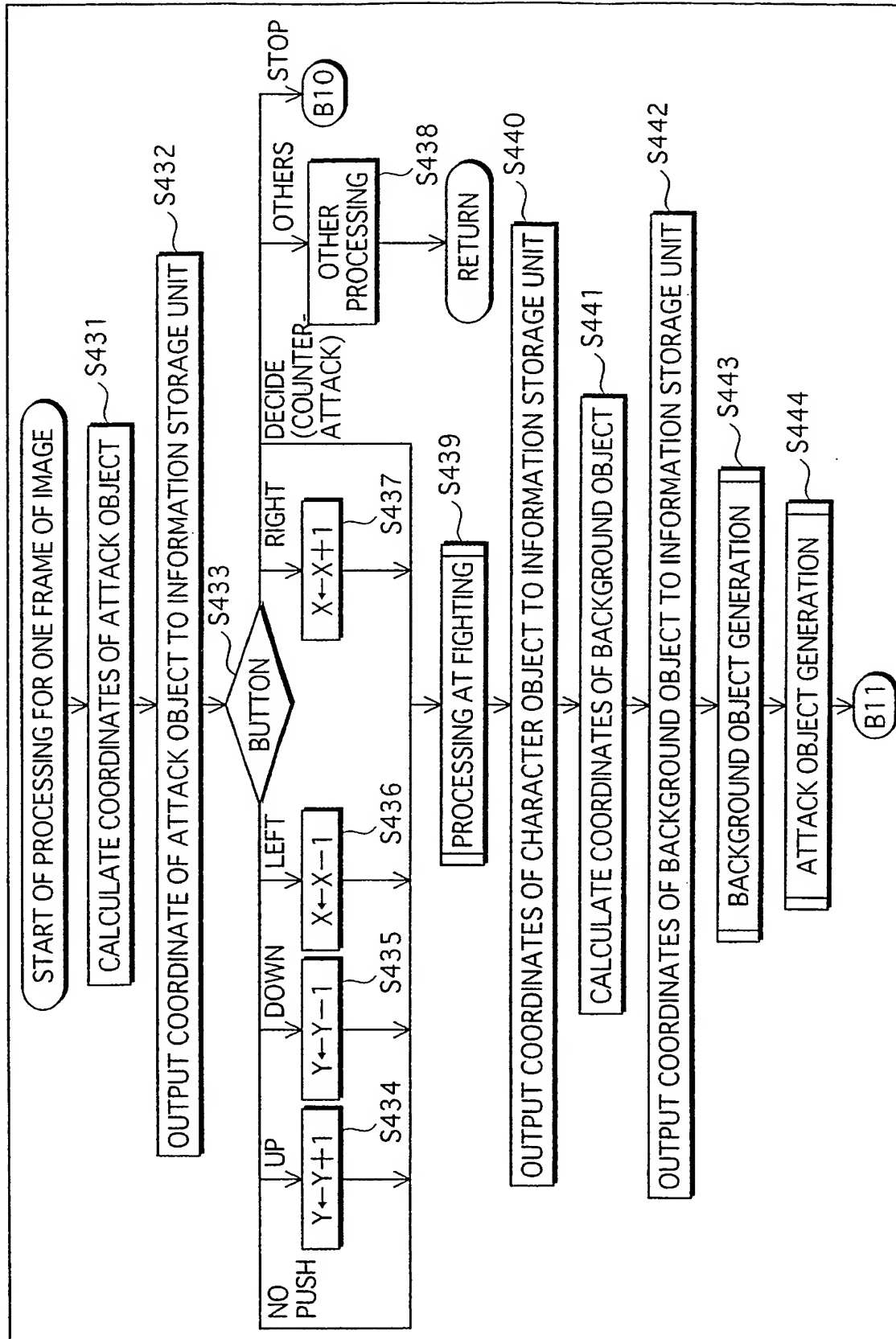


FIG.28

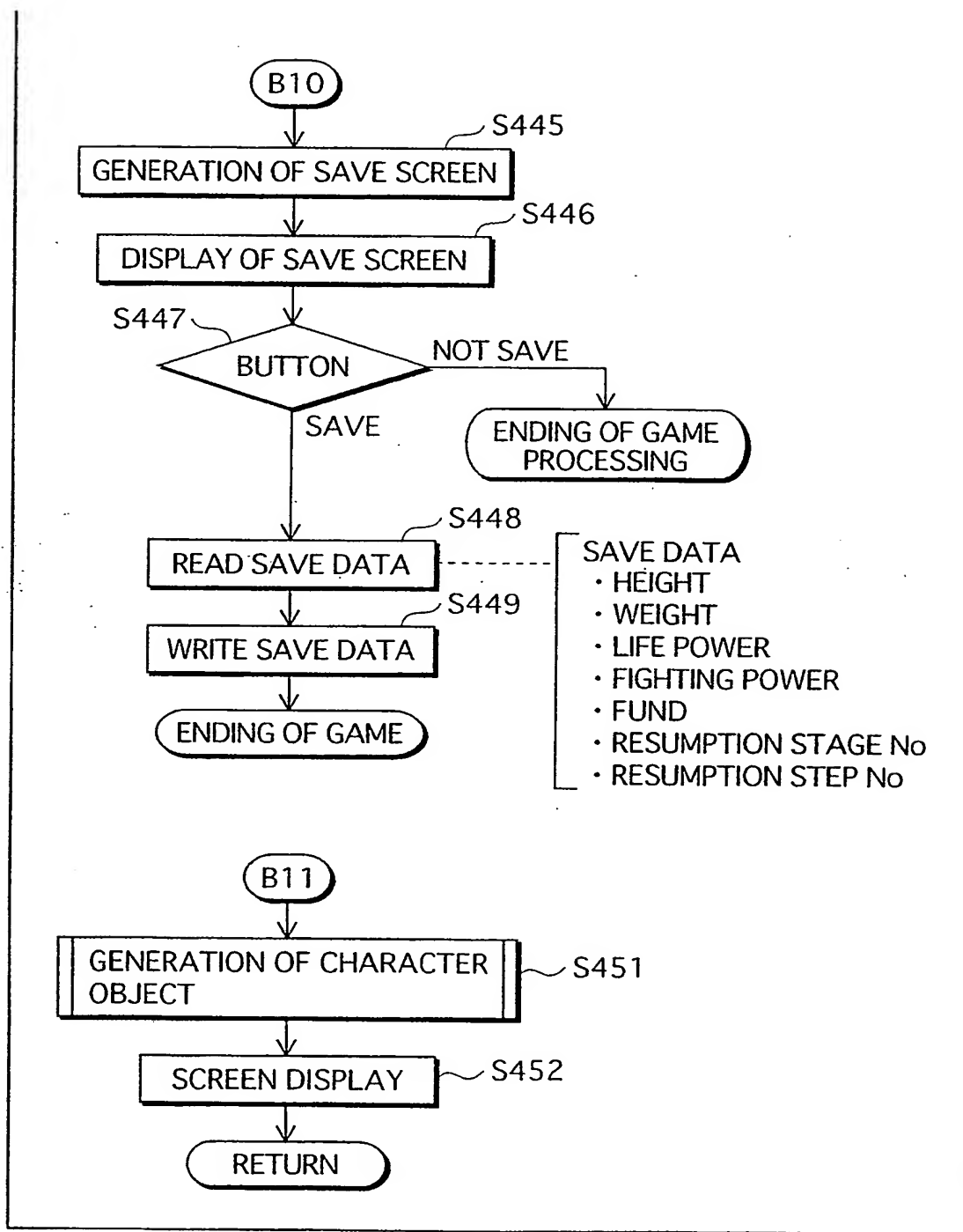
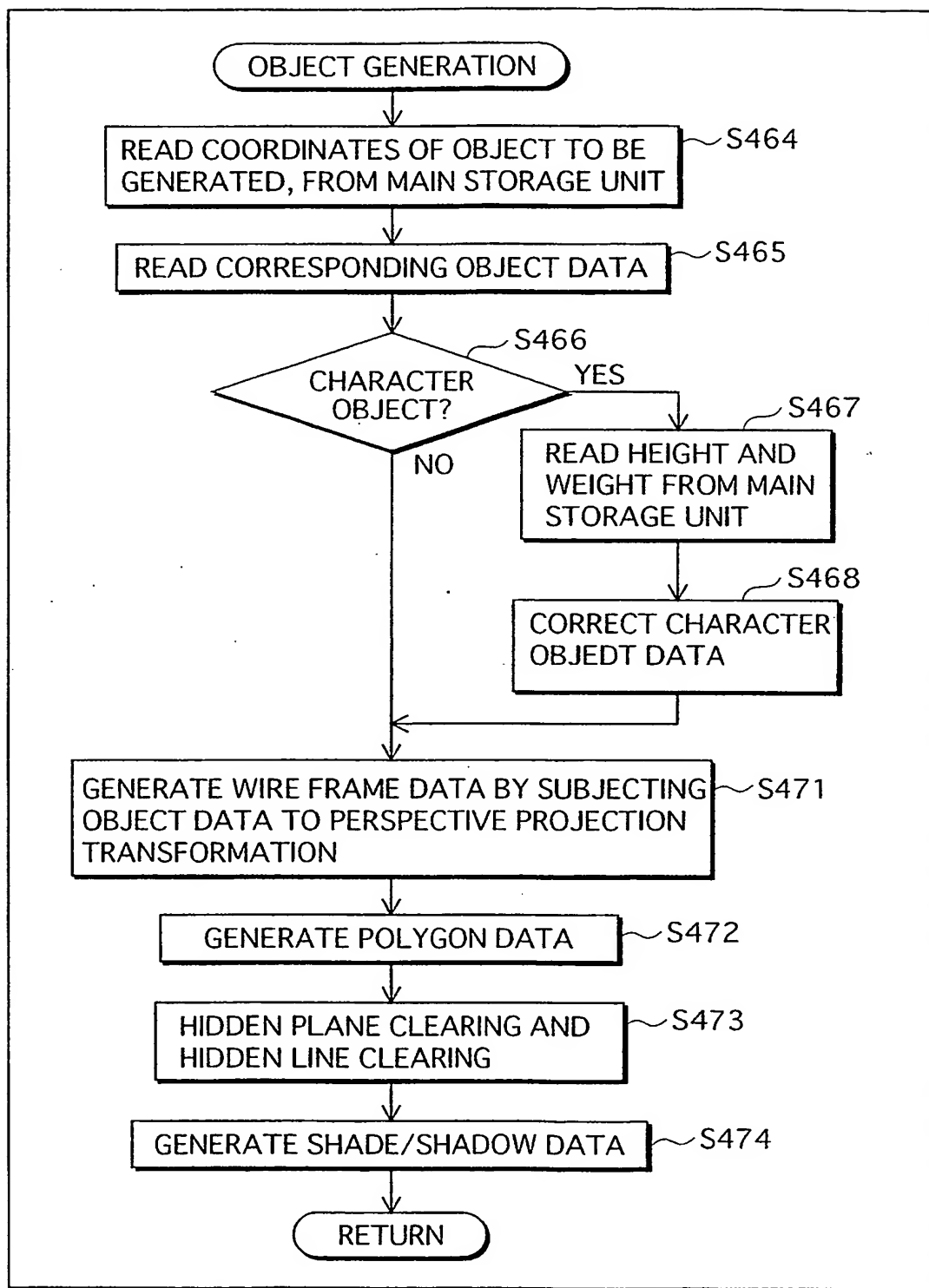


FIG.29

PORTABLE IMAGE GENERATION PROGRAM



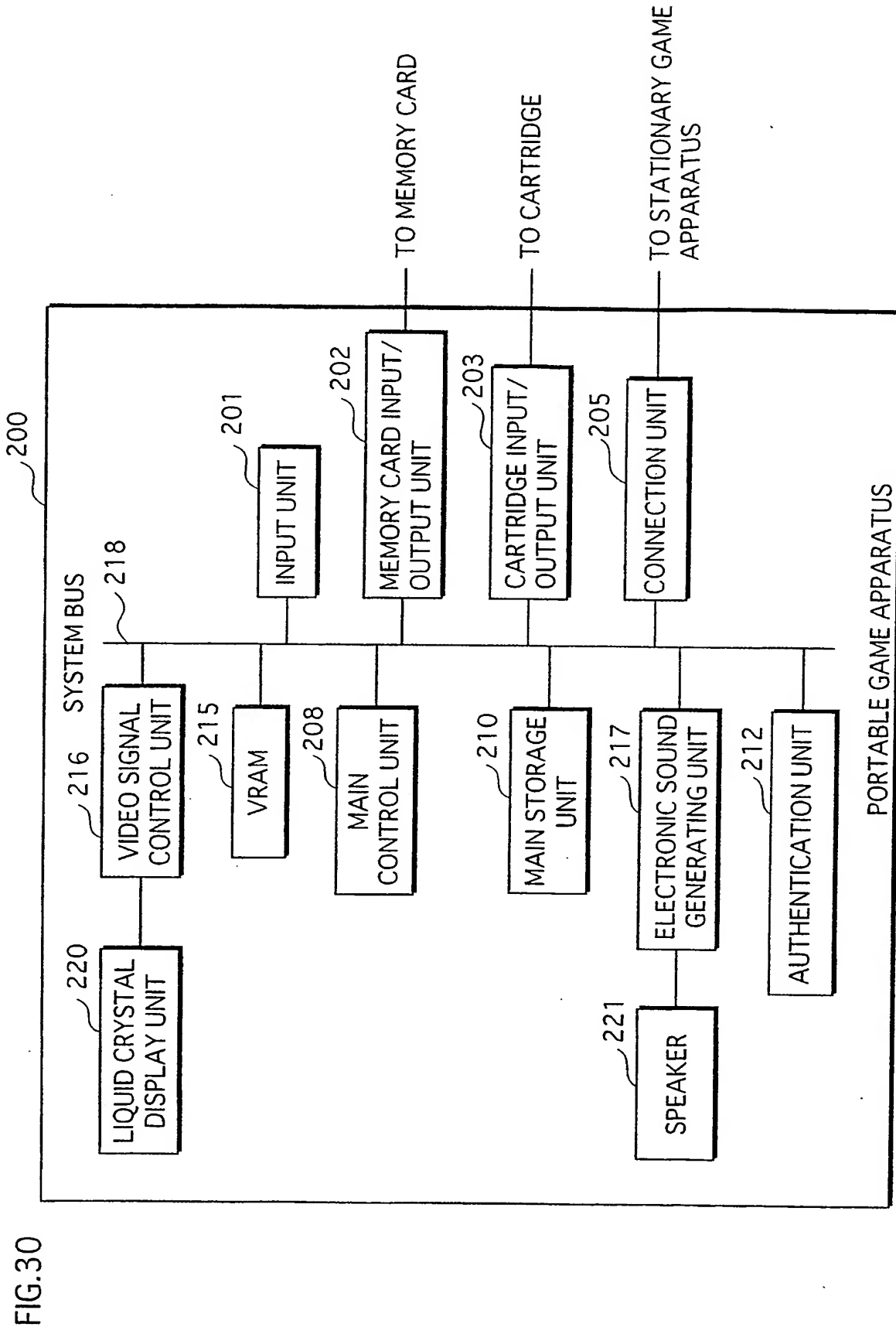


FIG.31

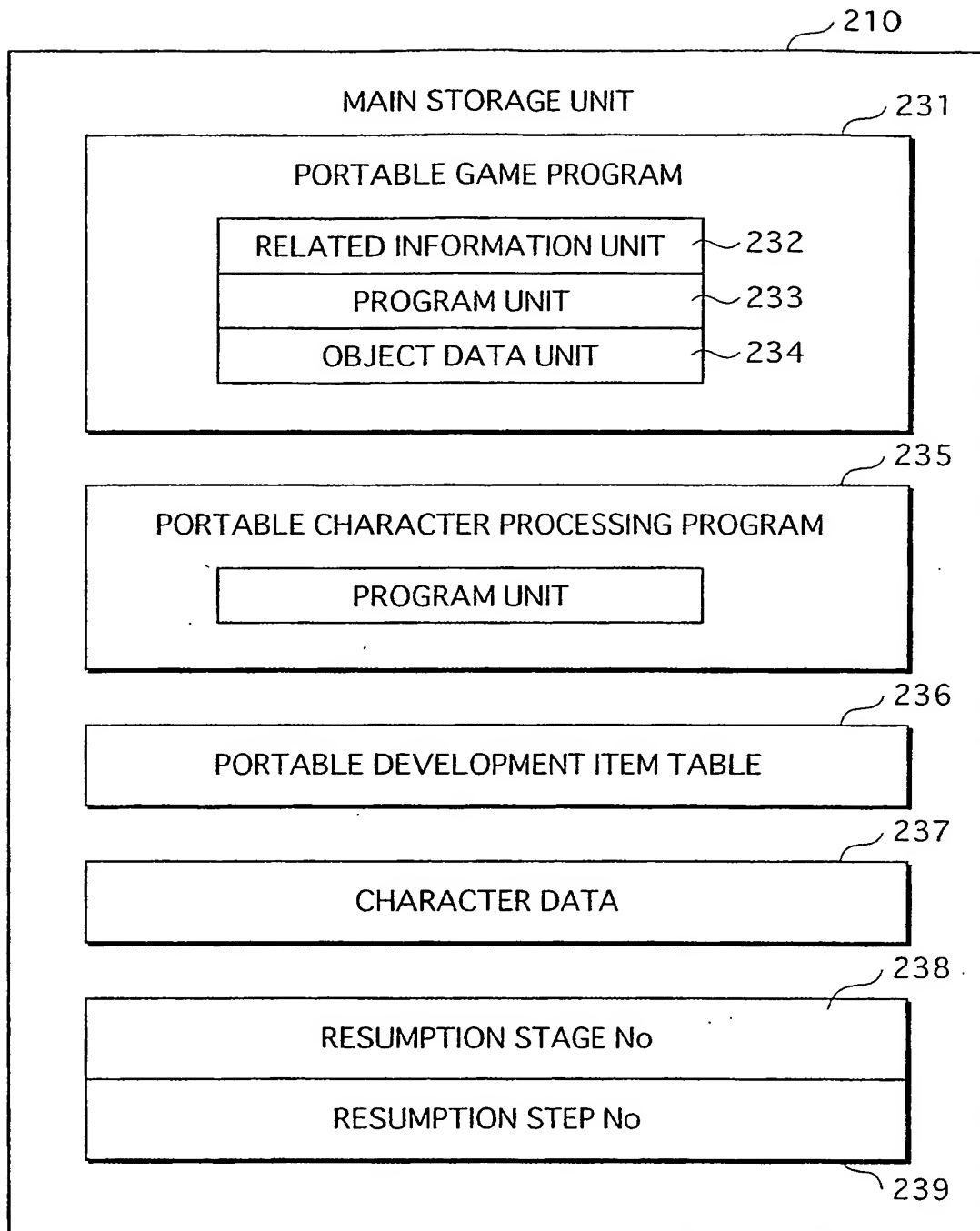


FIG.32

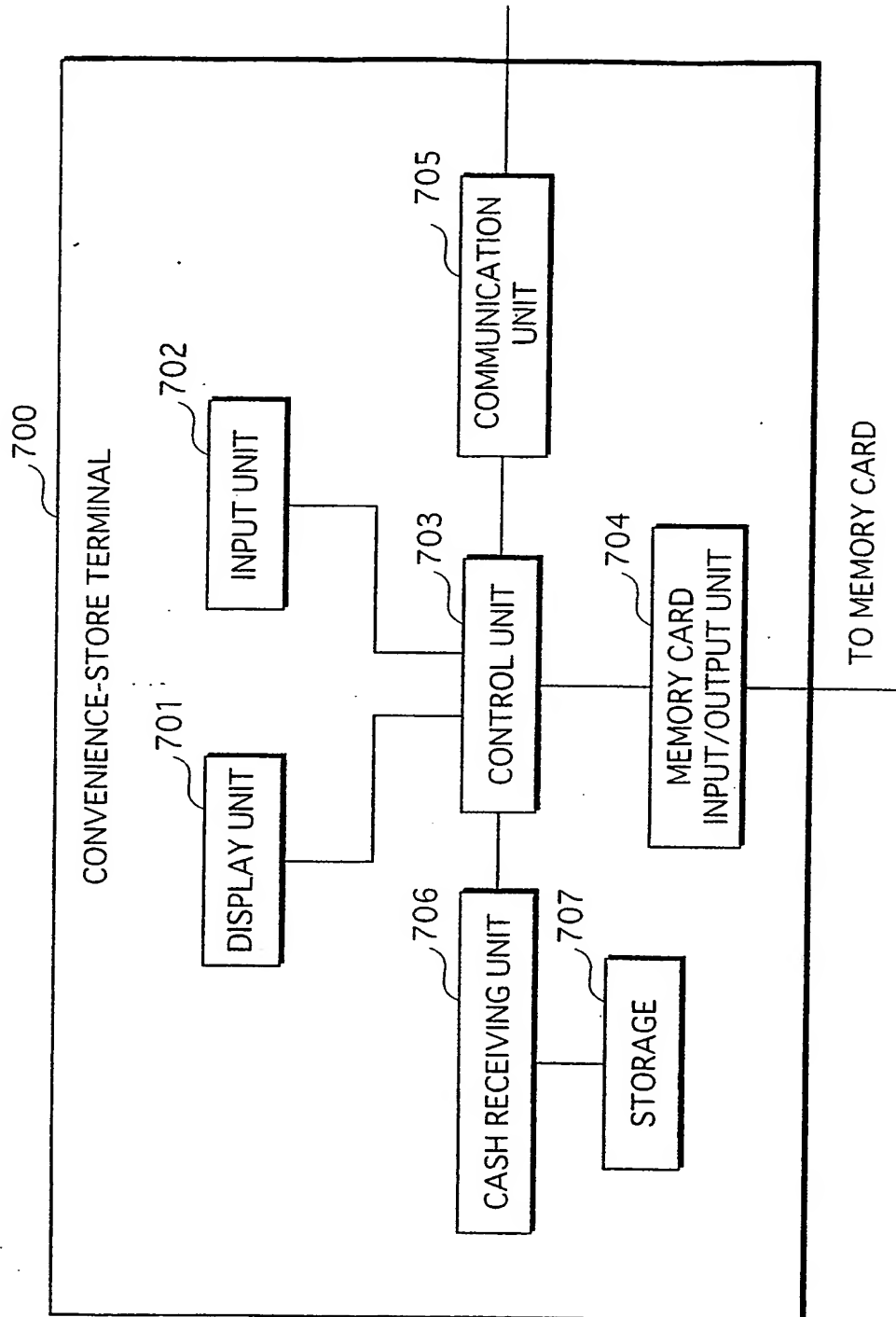


FIG.33

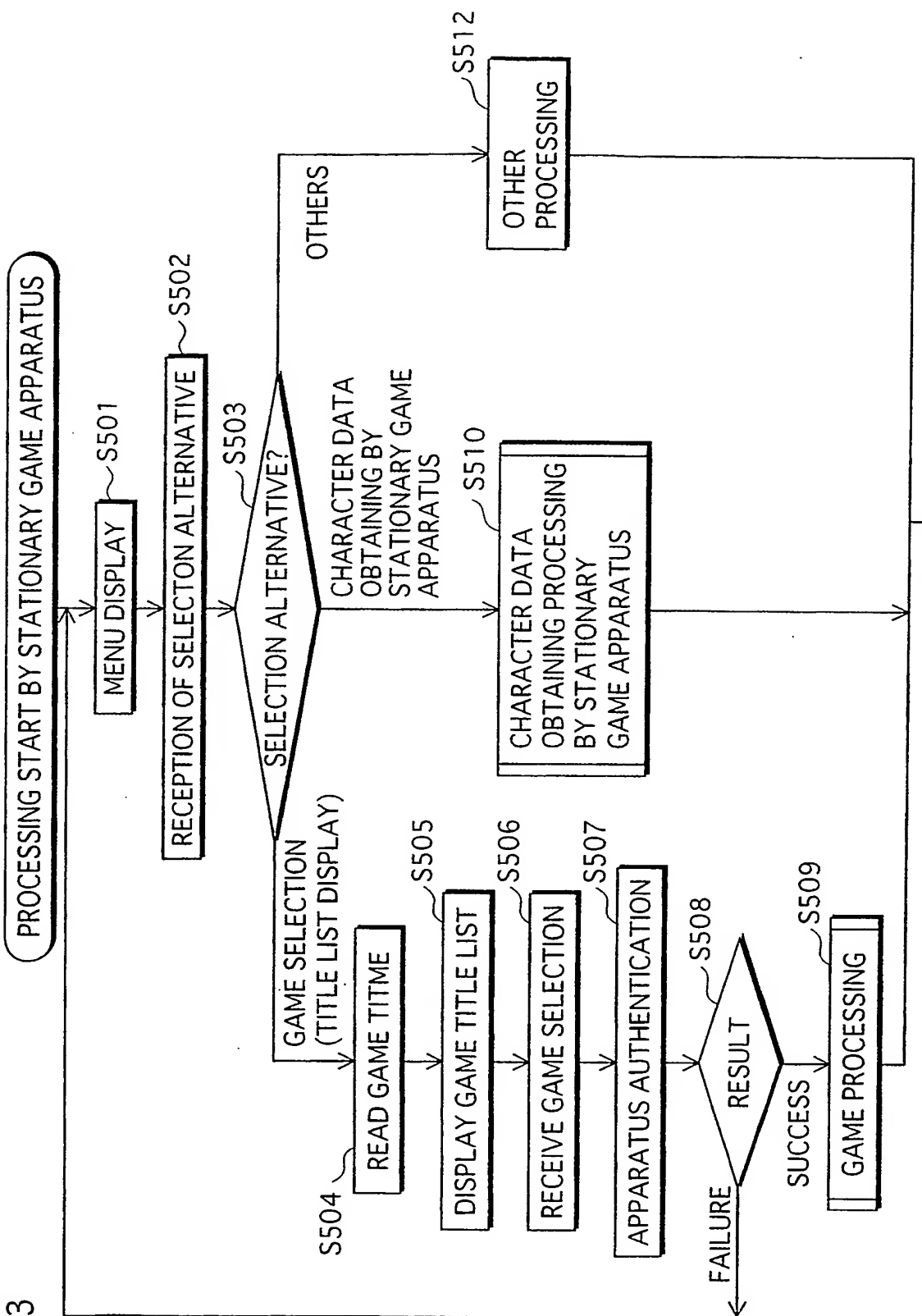


FIG.34

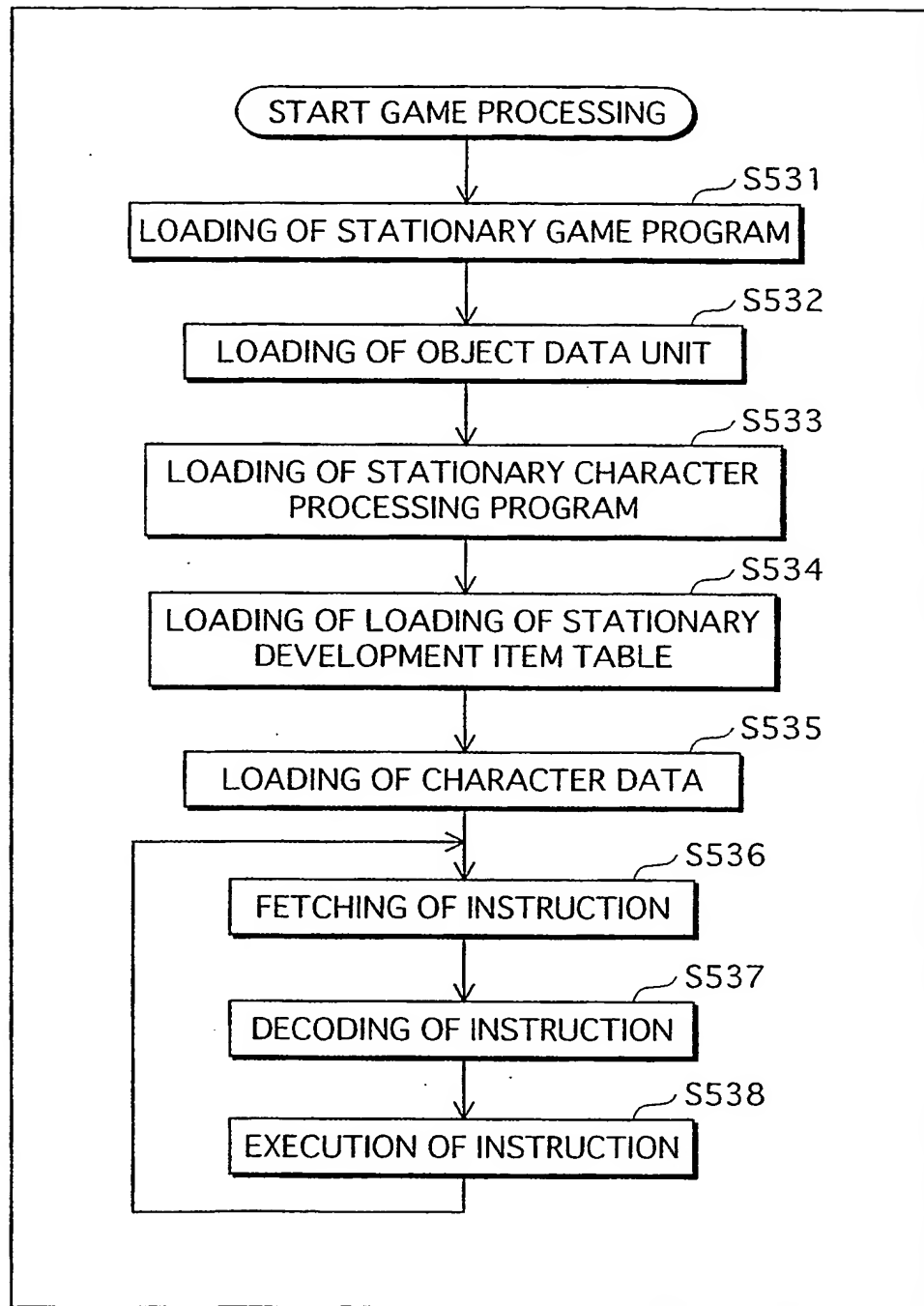


FIG.35

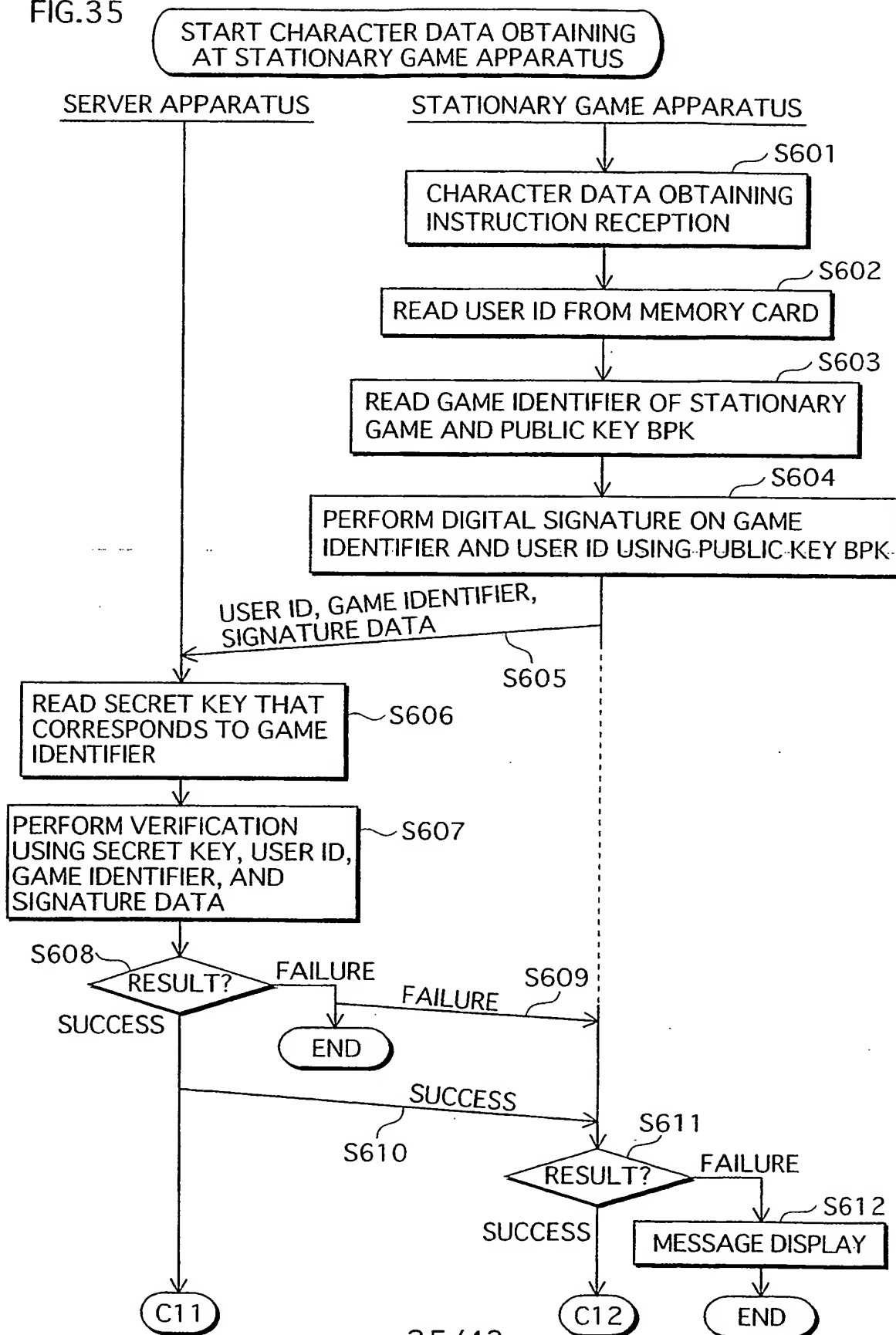


FIG.37

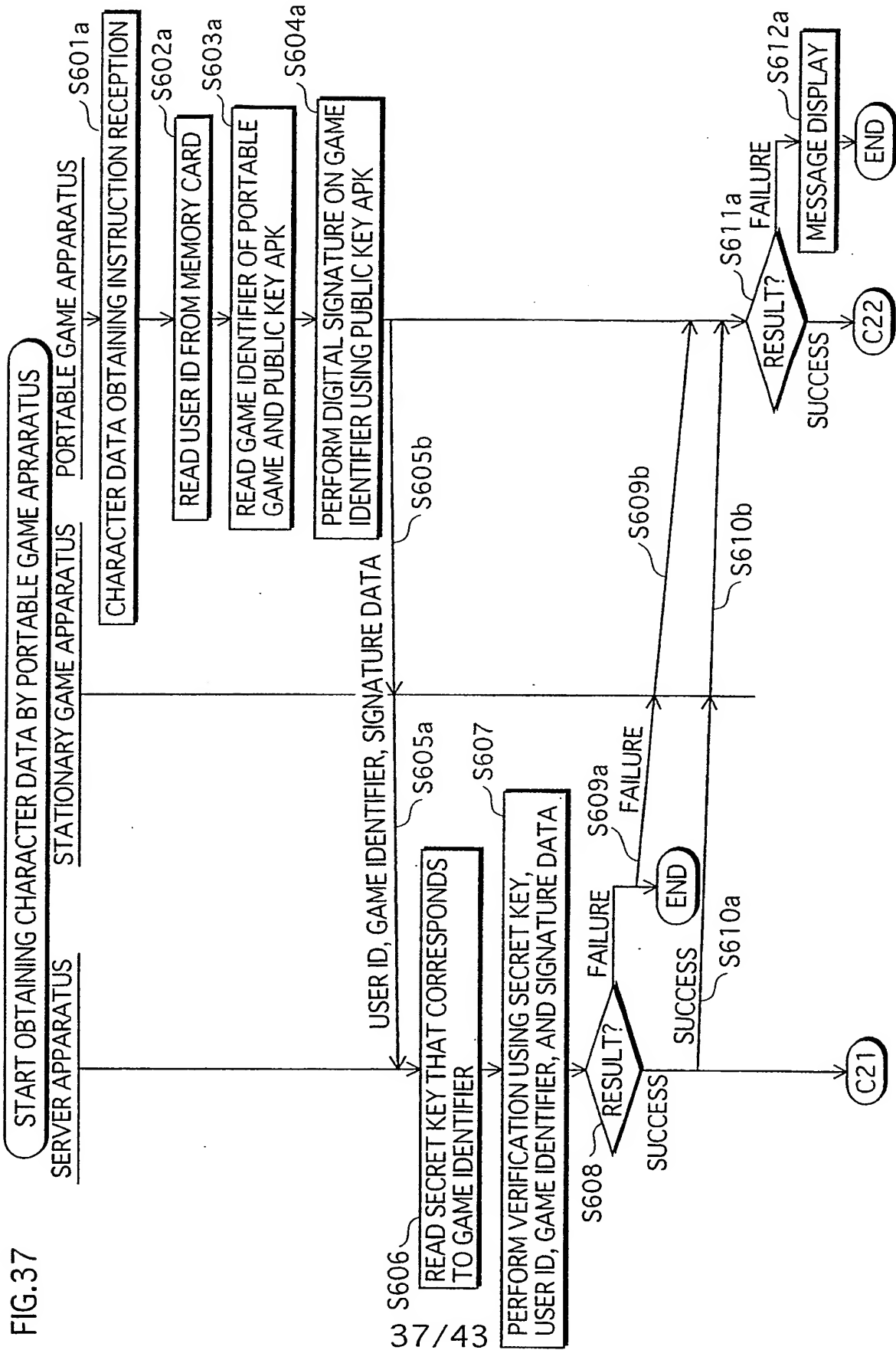


FIG. 38

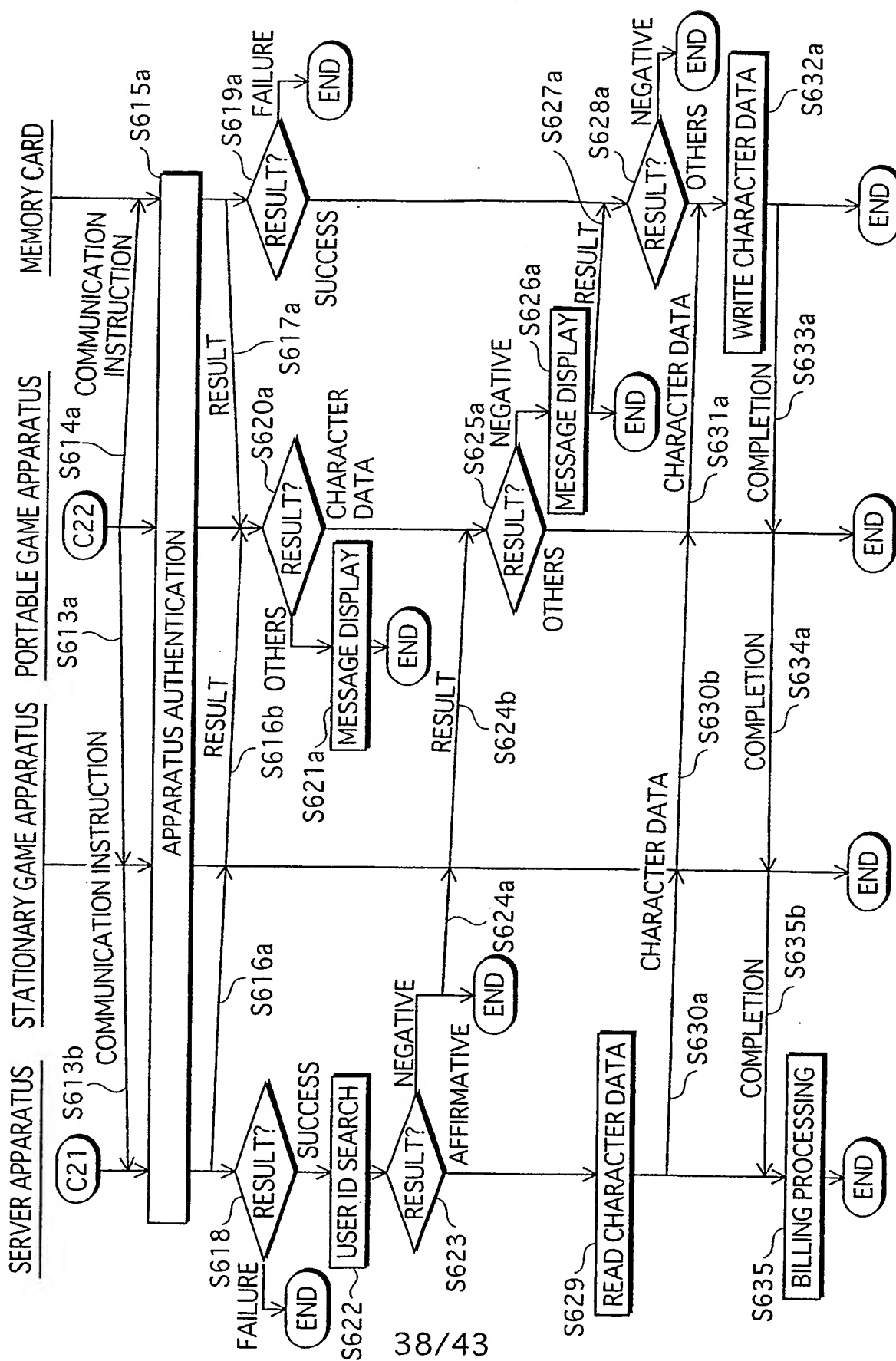


FIG.39

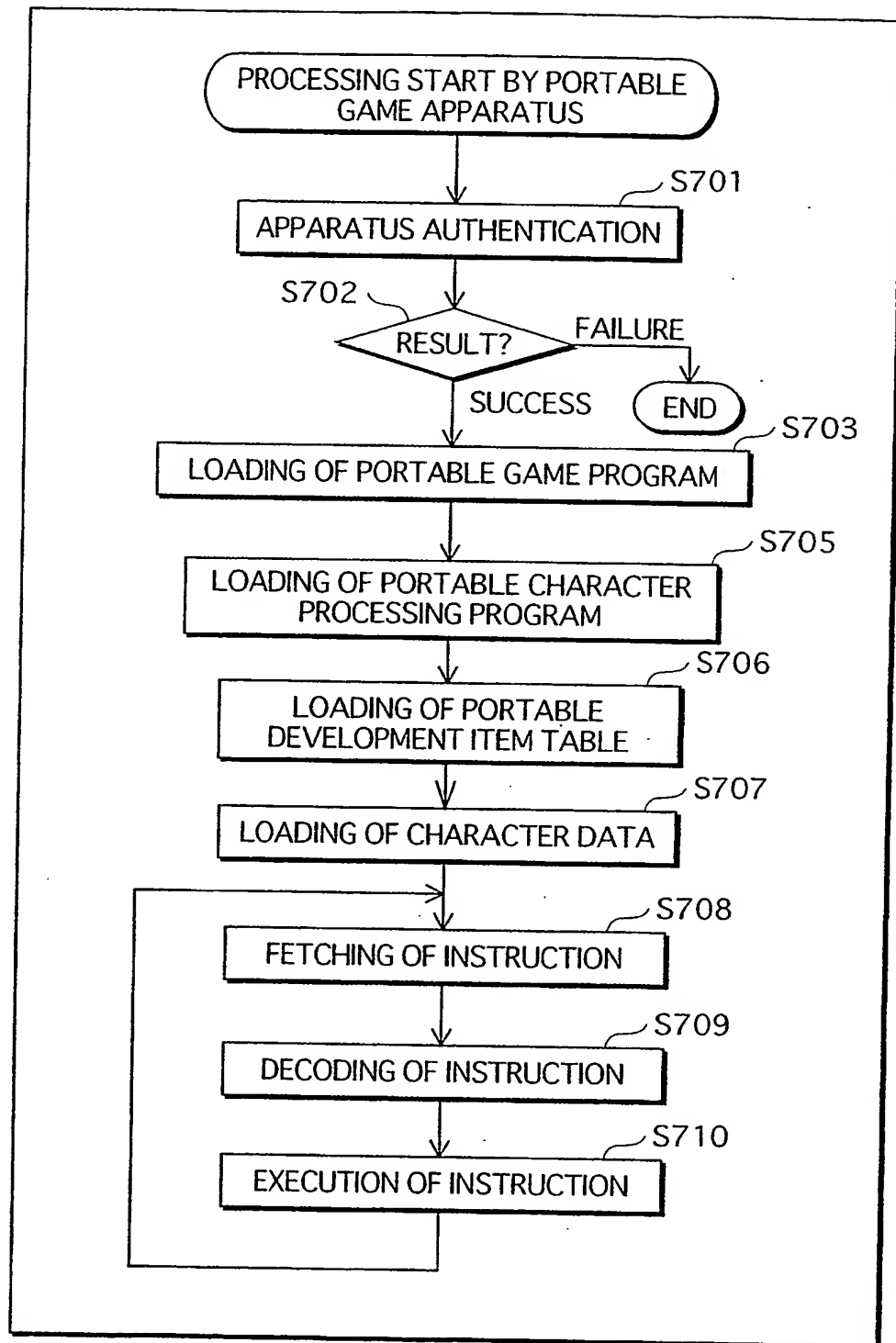


FIG. 40

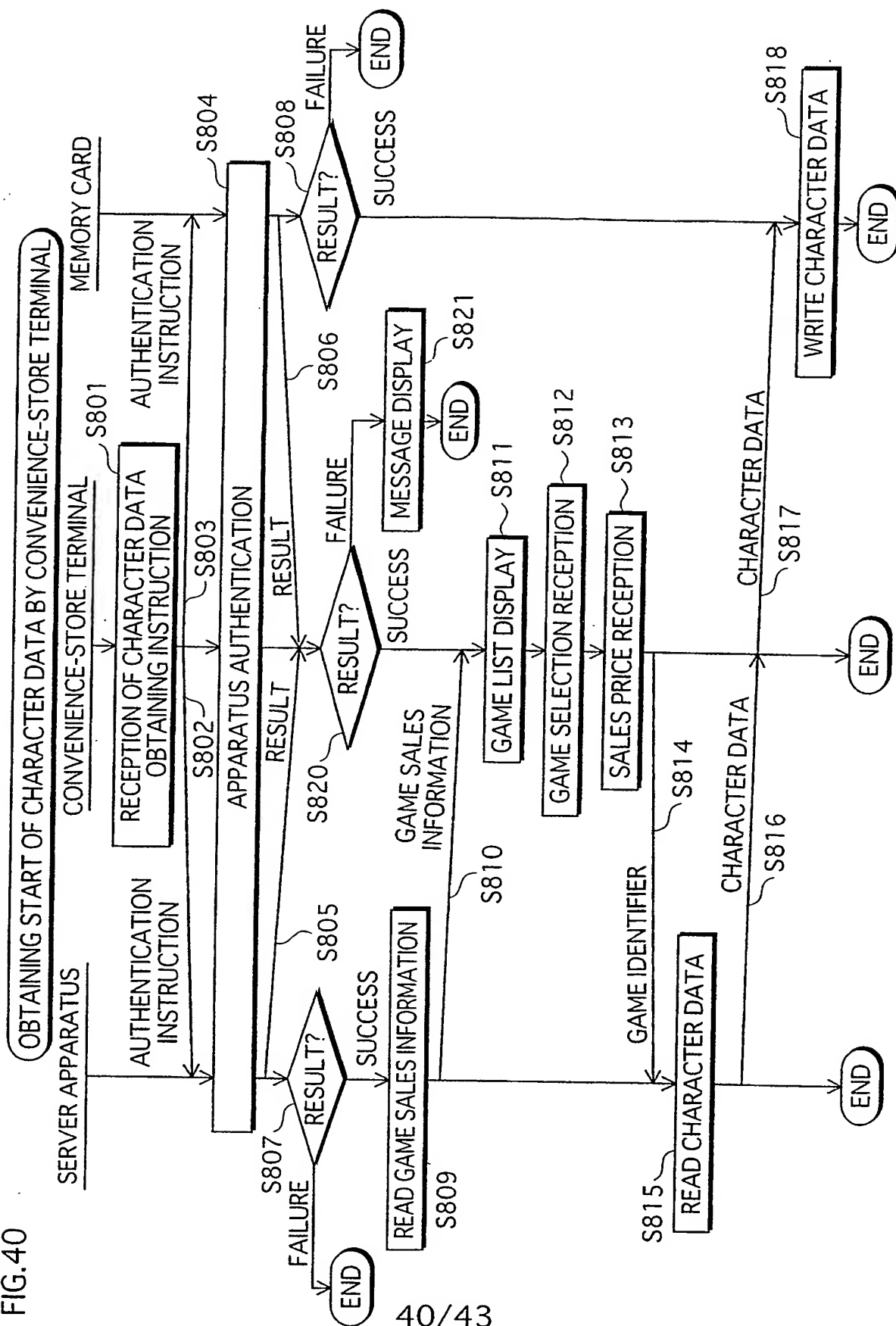


FIG. 41

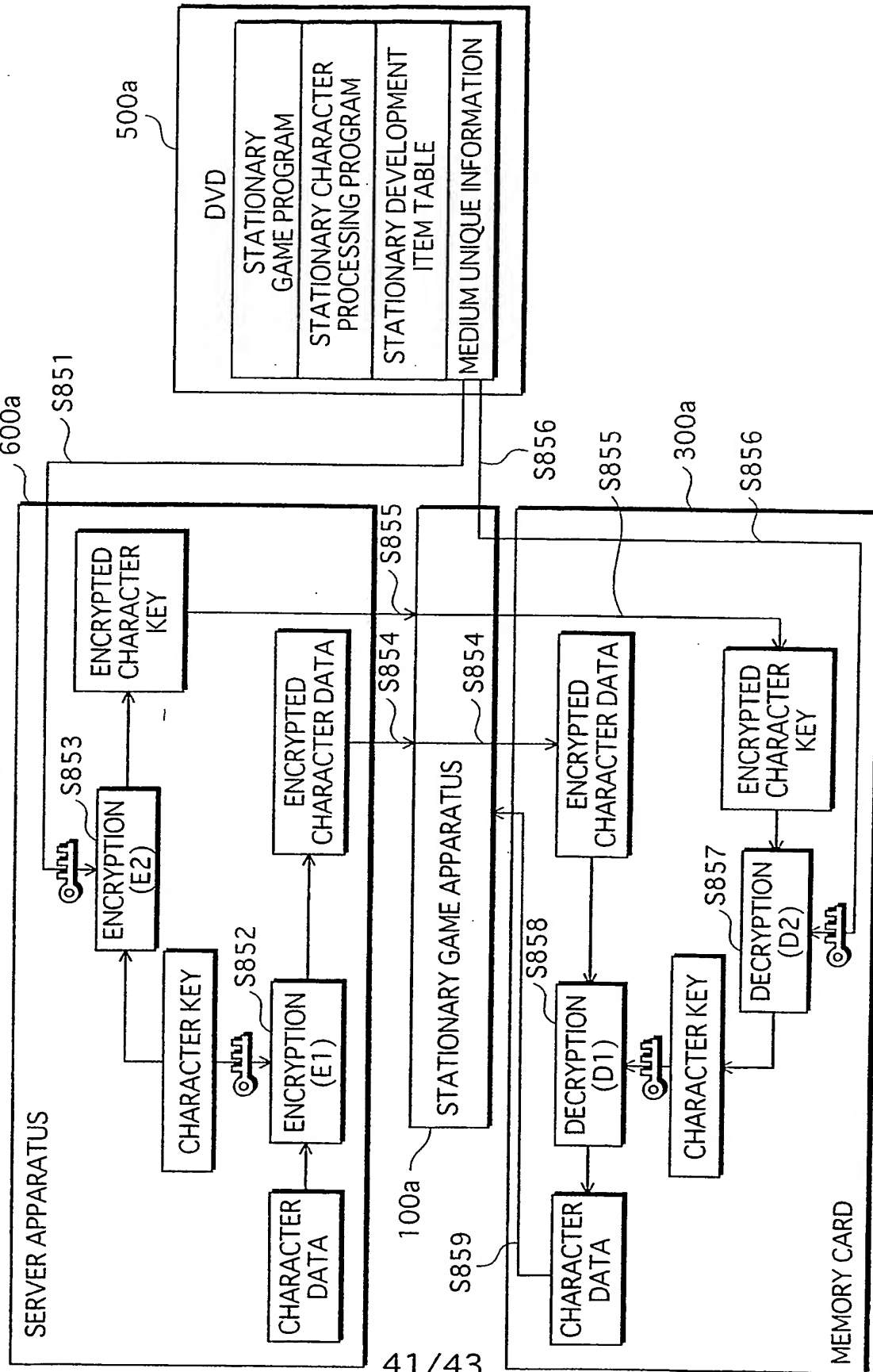


FIG. 42

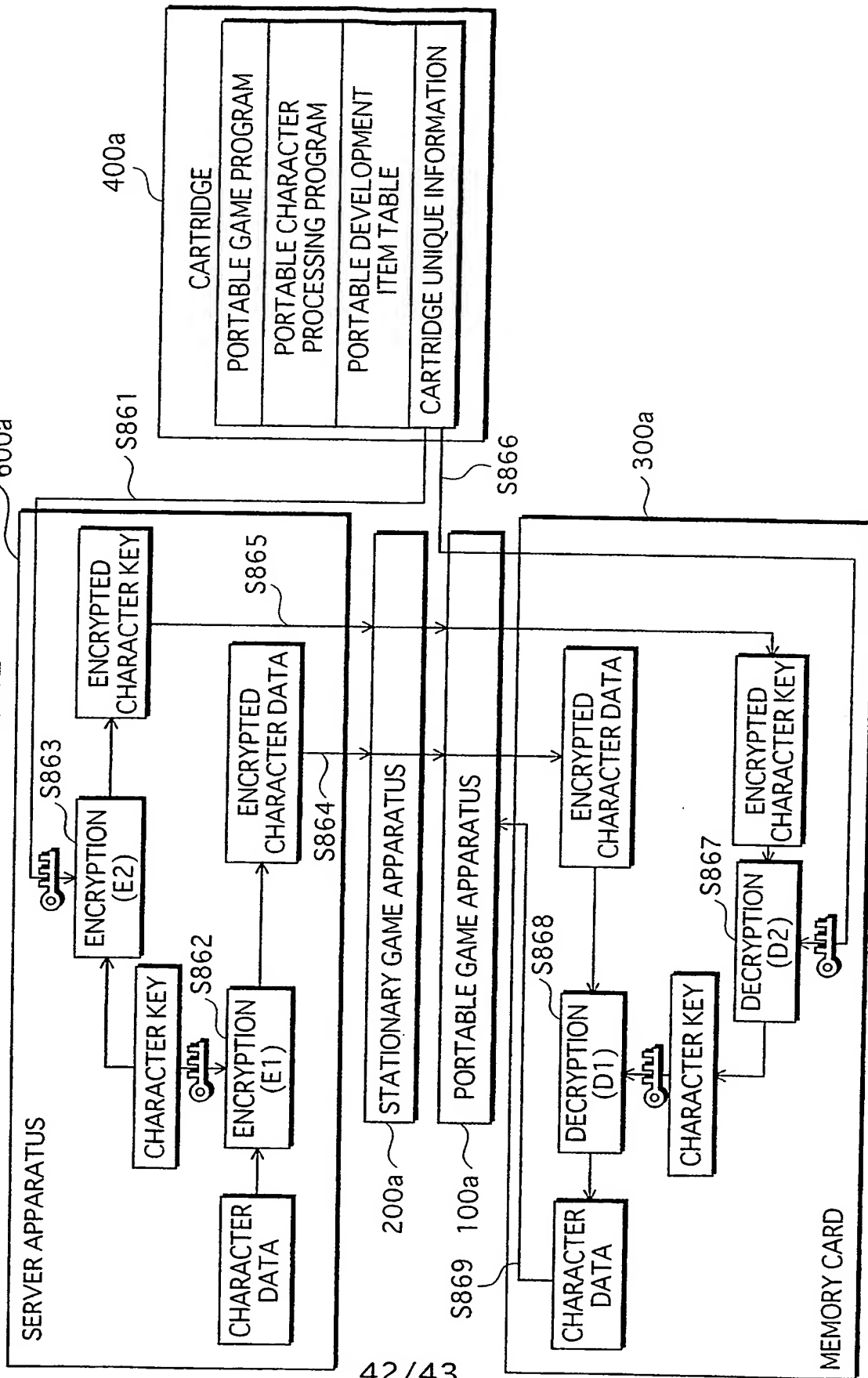


FIG.43

